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THE OFFICIAL HANDBOOK OF THE

MARVEL UNIVERSE. UPDATE '89





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MARVEL UNIVERSE UPDATE '89

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ASSISTANT EDITOR SARA TUCHINSKY DEMONSTRATES THE CONCEPT OF STRESS MANAGEMENT TO EDITOR GREGORY WRIGHT...

FROM THE DOGHOUSE

Just when you thought it was safe to go back into the comic shop—just when you were certain that you had all of the Marvel Universe characters' bios and pics in existence—the unthinkable happens. Yes, true believers, it's back. The most valued source of information about the Marvel Universe returns: "THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE, UPDATE '89." So why did we bring it back? Well, so much has happened in our universe in the past couple of years, it became apparent that a whole bunch of new characters appeared who don't have entries. Not only that, but many characters have never gotten entries. So, we compiled a list and it was so big that we decided to do six issues! It was supposed to come out in 1988, but it got so—uh, um—overwhelming that we had to delay it slightly. I know, "Where the heck is the long promised appendix?" Really, trust me, right after we do the updates, we are doing the appendix. You DO want a complete one, don't you?

This time around we bid a fond farewell to Mark Gruenwald as editor. He is now a big shot *Executive Editor* and has to keep his eyes on all of the books Marvel puts out and really can't put in the amount of time that this book requires. However, this book always was his "baby" and so he probably will be

looking in with some kind of pathetic look of longing. (No offense, Mark.) So who is doing the book? Good question. First it was to be edited by father-to-be Howard Mackie. Then Howard suddenly got besieged by more new books than grains of sugar in a sugar bowl. So... I got it. Why me? Well, I was the only one who wanted to do it. This book is a nightmare. It requires more checking and re-checking of facts than you can imagine, not to mention trying to coordinate thirty or more artists. Well it is a fun nightmare anyway. Joining me on this round are Peter Sanderson (returning ace writer/researcher and all around nice guy), Josef Rubinstein (inker of virtually everything that has ever been pencilled), Andy Yanchus (colorist supreme and antique movie collector), David Wohl (page designer/referencer and champion boxer), Ron Frenz (cover penciler and movie/illustrator—I'm not telling which ones but I know), and Sara Tuchinsky (who I am not being TOO mean to at this particular moment—assistant editor). And let's hear a round of applause for Lynda Strunk for doing all the typesetting and to the entire bullpen for putting up with the 6,000 changes I keep demanding. So sit back, get a good reading light and start reading. You won't be disappointed.

—Gregory Wright

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colorist

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ADVERSARY

The Adversary is an ancient mystical entity, possibly demonic in nature, who seeks to destroy the present universe and to create a new one in its stead. The Cheyenne Indians also refer to the Adversary as the great Trickster, for the Adversary uses deception and trickery in attempting to achieve his goals. His native dimension is one of chaos, which the Adversary loves and seeks to spread to Earth's dimension, overturning the order for the mere sake of doing so. The Adversary regards himself as a gamester, toying with the fate of the cosmos for sheer enjoyment.

The Adversary has compared himself to a weaver who is dissatisfied with the overall pattern of what he has made and, unconcerned with the fate of individual threads, seeks to reweave it again and again until he is pleased with it. Hence, the Adversary seeks to destroy and to remake the universe and does not care how many billions upon billions of sentient beings must die in the process. The Cheyenne believe that all things are composed of energy; the Adversary intends to destroy the universe by burning all of that energy completely at once. The full extent of the Adversary's power is unknown; hence, it is not clear whether he could truly create a universe himself. It is also unclear whether or not the Adversary is older than the present universe, and hence whether or not he had a role in the destruction of the previous universe and the creation of the current one (see *Galactus*). In his true form the Adversary is not composed of physical matter; hence, he can be fought successfully through magic but not through most forms of physical force. The exception is that the Adversary is known to be vulnerable to harm by cold iron, and hence to both steel and Adamantium (see *Adamantium*).

The Cheyenne Indians have long known of the existence of the Adversary, and their shaman, the mutant known as Forge, was trained from birth to combat him (see *Forge*). Forge's teacher was the older Cheyenne shaman Naze, who himself clashed with the Adversary. However, Forge rejected the life of a shaman and instead enlisted in the United States armed forces and went to fight in the Vietnam War. During the war Forge's own command was wiped out by enemy soldiers. Anguished and enraged by the deaths of his men, Forge used the spirits of nine of his newly killed men to cast a spell that opened a mystical portal into another dimension, through which came demons that slew the enemy soldiers (see *Demons*).

Years later, Forge had become an inventor working for the United States government. Alien Dire Wraiths invaded his headquarters at Eagle Plaza in Dallas, Texas since he was working on weaponry to be used against them (see *Alien Races: Dire Wraiths*). Naze and various members and allies of the X-Men, including Storm, joined with Forge in battling the Wraiths (see *Storm: X-Men*). In the course of this Wraith attack Naze was killed and his form was duplicated by one of the Wraiths. That Wraith, in turn, fell under the mystical possession of the Adversary.

Many months later, the X-Man Storm, whose superhuman powers had been suppressed by one of Forge's inventions, went to Eagle Plaza to ask Forge to restore her powers. Forge was not there, but she instead encountered the Adversary, whom she believed to be Naze. The false Naze convinced Storm that Forge had fallen under the influence of the Adversary and was attempting to destroy the Earth. "Naze"





and Storm went to the mountain in the Western United States that was the heart of his magic. The false Naze had Storm go up the mountain to stop Forge, claiming that he could not go himself since Forge had set up mystical alarms and defenses against him. (Indeed, Forge had no doubt sent up such alarms and defenses, not against Naze but against the Adversary himself.) Storm fought off the demons that attacked her, and then stabbed Forge, only to learn that he was actually attempting to close the dimensional gateway through which the demons were coming. In attempts to escape the demons, Forge and Storm both fell through the gateway and were transported to the Earth of a parallel dimension, on which apparently no other human beings existed. Thus the Adversary had rid himself of the two people he regarded as the only real threat to his plans to destroy and remake the universe. He offered them the chance to become the "world spirits" of the new Earth he planned to create and to be the parents of his new human race.

The Adversary had by now captured Roma, the goddess who acts as the guardian and caretaker of the known dimensions, and held her prisoner within her own

Starlight Citadel (see Roma). Forge restored Storm's ability to use her superhuman powers, and they escaped the world to which they had both been exiled, only to become prisoners of the Adversary in the Starlight Citadel.

On Forge's native Earth, the Adversary had jumbled elements of many different time periods at Eagle Plaza. The X-Men fought against the resulting chaos while their actions were televised across the world by reporter Neal Conan. The X-Men, their friend Madelyne Pryor, and Conan were all transported to another dimension, where they invaded the Starlight Citadel. Forge and Storm regained their freedom as the X-Men fought and distracted the Adversary, who now abandoned Naze's form and revealed his true appearance. The X-Men and Pryor willingly agreed to sacrifice their lives so that Forge could cast the spell needed to close the Great Gate and defeat the Adversary. In casting the spell Forge transformed the X-Men and Pryor into beings of pure energy, which Forge gathered together and hurled at the Adversary, forcing him through a mystical portal which sealed shut behind him. According to Forge, the deaths of the X-Men and Pryor had assured that the

Adversary would be sealed away for all time. Forge and Neal Conan then returned to Eagle Plaza on Earth. Conan's telecast of the X-Men's battle against the Adversary and their deaths was seen by viewers all over the world.

However, Roma then used her great powers to return the X-Men and Pryor to life. Roma explained that the Adversary must not be thus confined forever, since through the chaos he brings can come positive change and growth. However, she said, the Adversary had indeed been "bound for an age" by Forge's spell. Whether or not the Adversary does indeed stay confined remains to be seen.

First appearance: (in the form of Naze) X-MEN #188, (in his true form) X-MEN #227

ALLIANCE OF EVIL

The Alliance of Evil is a team of superhuman mutants who acted as operatives of the mutant, Apocalypse (see Apocalypse). The superhuman powers of the Alliance members were heightened by the power of another mutant, Michael Nowlan. The Alliance members became physically addicted to the energy Nowlan fed them that heightened the level of their powers. Nowlan attempted to sever his relationship with the Alliance, but the Alliance abducted him, battling members of X-Factor in the process (see X-Factor). The Alliance took Nowlan to Apocalypse's Southern California base, where the X-Factor members found them. Apocalypse ordered Nowlan to increase the power of the Alliance members and Nowlan at first complied. But then Nowlan rebelled, withdrawing the energy back into himself, causing his own death. The Alliance members were captured by the police, although Apocalypse himself escaped. Subsequently, the Alliance members battled X-Factor in New York City. One member of the Alliance of Evil, Tower, has his own entry (see Tower). The other Alliance members are described here.

First appearance: (as a team) X-FACTOR #5



STINGER

Real name: Unrevealed
Occupation: Mercenary
Identity: Presumably known to the police

Legal status: Citizen of the United States with a criminal record, still a minor

Other aliases: None known

Place of birth: Apparently somewhere in California

Marital status: Single

Base of operations: Unrevealed

First Appearance: X-FACTOR #5

History: Stinger's origin has not been revealed.

Height: 5'4"

Weight: 110 lbs

Eyes: White

Strength level: Normal human strength

Known superhuman powers: Stinger is a mutant who can discharge electricity from her hands.



FRENZY

Real name: Unrevealed

Occupation: Mercenary

Identity: Presumably known to the police

Legal status: Citizen of the United States with a criminal record

Other aliases: Unrevealed

Base of operations: Unrevealed

First appearance: X-FACTOR #4

History: Frenzy first battled members of X-Factor when she unsuccessfully attempted to capture the mutant, Rusty Collins for Apocalypse (see Collins, Rusty). Her origin has not been revealed.

Height: 6'11"

Weight: 230 lbs

Eyes: Brown

Hair: Black with white streaks

Strength level: Frenzy possesses superhuman strength, the limits of which are unknown.

Known superhuman powers: Frenzy is a mutant who possesses superhuman strength and a steel-hard body that is highly resistant to injury, even from flame.



TIMESHADOW

Real name: Unrevealed

Occupation: Former member of the U.S. Military, now mercenary

Identity: Presumably known to the police

Legal status: Citizen of the United States with a criminal record

Other aliases: None known

Base of operations: Unrevealed

First appearance and origin: X-FACTOR #5

History: The man who was Timeshadow was a patient in a U.S. military detoxification center whose latent mutant power was activated when he shook hands with Michael Nowlan, who was a patient there.

Height: 5'10"

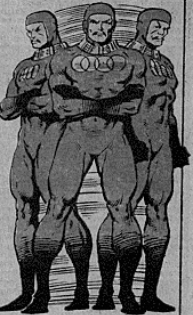
Weight: 170 lbs

Eyes: Brown

Hair: Black

Strength level: Normal human strength

Known superhuman powers: Timeshadow is a mutant who can manifest phaser forms of himself, which are temporal counterparts of himself from instants ahead of the present time.



ALRAUNE, MARLENE

Real name: Marlene Alraune

Occupation: Art history student, later archaeologist, later secretary, later social worker

Identity: Publicly known

Legal status: Citizen of the United States with no criminal record

Other aliases: Marlene Fontaine, also others briefly adopted on undercover missions

Place of birth: Unrevealed, presumably in the United States

Marital status: Divorced

Known relatives: Dr. Peter Alraune, Sr. (father, deceased), Dr. Peter Alraune, Jr. (brother, deceased), Eric Jules Fontaine (divorced husband)

Group affiliation: Any of Moon Knight

Base of operations: Formerly Spector Mansion, 13 Seabreeze Crescent, Southampton, Long Island, New York, later New York City

First appearance: THE HULK #11

History: Marlene Alraune was the daughter of Dr. Peter Alraune, Sr., a noted archaeologist. Marlene studied art history in college. At an early age she married Eric Jules Fontaine, but their marriage lasted only a brief time for reasons that have yet to be revealed.

Dr. Peter Alraune, Sr. spent five years searching for ancient Egyptian archaeological artifacts in the Sudan, just south of the present-day Egyptian border. Marlene joined him in his work in the Sudan. (It is unclear if she was with him during the entire five years he spent there.) Near the town of Selima, Dr. Alraune discovered the tomb of the Pharaoh Seti III.

The mercenary terrorist Raoul Bushman learned about Dr. Alraune's discovery and planned to attack Selima and steal whatever treasures the archaeologist had found (see *Bushman*). Bushman was in the Sudan leading his mercenaries against rebel forces there. One of those mercenaries, Marc Spector, appalled by Bushman's atrocities in battle, decided to leave his employ.

During Bushman's raid on Selima, Dr. Alraune, fearing that Bushman would steal and melt down their artifacts for their gold, attempted to kill him. Spector stopped Dr. Alraune, but then was sickened when Bushman savagely murdered the archaeologist. Spector found Marlene Alraune and told her to get to safety. Marlene left, thinking Spector was the one who killed her father. Later, Spector angrily protested when Bushman had innocent civilians in Selima slaughtered. Bushman knocked Spector unconscious and had him left in the desert to die.

Regaining consciousness, Spector wandered through the desert, finally, by seeming chance, approaching Pharaoh Seti III's tomb. There Spector was found, on the brink of death, by some of Dr. Alraune's workers. They brought him inside the tomb. Spector was suffering from such great heat exhaustion that his heart stopped, and one of the workers pronounced him dead. Marlene, who was there supervising the packing of the discovered artifacts before Bushman could find them, was saddened by Spector's apparent death, realizing that he did save her life. While she watched over him, Spector revived. He attributed his seeming resurrection to the Egyptian moon god Khonsu, whose statue stood nearby (see *Khonsu*). Spector draped himself in a cloak he took from the statue and declared himself the moon's knight of vengeance. In



this new guise Spector defeated Bushman's forces.

Marlene began to fall in love with Spector, and they both returned to America. There Spector became the masked crimefighter known as Moon Knight (see *Moon Knight*). As Spector's confidante, Marlene encouraged his development of the Moon Knight identity as a force for justice.

He also adopted another identity, that of Steven Grant, who, through wise investments, rapidly became a millionaire. Grant and Marlene took up residence in a mansion in Long Island, New York. She was both his lover and personal secretary.

Marlene often participated in Moon Knight's crimefighting missions, sometimes as an undercover agent. She was severely injured on one of these missions but underwent a complete recovery.

Marlene preferred Spector's more refined "Steven Grant" persona to the others he used, and she was increasingly distressed

by his growing schizophrenia brought about by his use of multiple identities.

Eventually, to Marlene's relief, Spector seemingly overcame his schizophrenia and still later, gave up his Moon Knight identity. He now led a peaceful life, following the Grant persona's lifestyle but using his real name of Marc Spector.

However, upon having a vision of Khonsu, Spector felt himself compelled to return to the Sudan. Unwilling to see him return to his life of violence and multiple personalities, Marlene told Spector that she would leave him if he went to the Sudan. He went there nevertheless, and Marlene moved out of his Long Island mansion.

She enrolled in a school for social work, and soon became a social worker at the Seaview Research Hospital. Eventually, she went back to her husband, Eric Jules Fontaine, who was now a cripple. But through circumstances not yet revealed, she left him again to return to Spector who once

again operates as Moon Knight out of his Long Island mansion.

Height: 5' 8"

Eyes: Blue

Hair: Blond

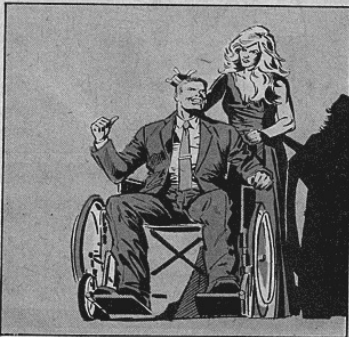
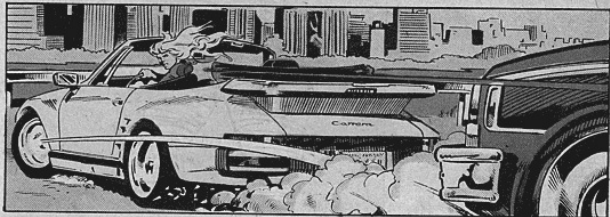
Strength level:

Marlene Alraune possesses the normal human strength of a woman of her age, height, and build who engages in intensive regular exercise.

Known superhuman powers:

Marlene Alraune is an excellent hand-to-hand combatant and a skilled gymnast. She is a good marksman with a handgun. She is also a skilled hypnotist.

Weapons: Marlene Alraune carries a .44 magnum pistol.



AMMO

Real name: Unrevealed
Occupation: Former soldier, now gang leader, criminal
Identity: Publicly known
Legal status: Citizen of the United States with a criminal record
Other aliases: None known
Place of birth: Unrevealed, presumably New York City
Marital status: Unrevealed
Known relatives: None
Group affiliation: Leader of the Wildboys
Base of operations: Hell's Kitchen, New York City

First appearance: DAREDEVIL #252
History: An attack by Apocalypse's Four Horsemen against New York City resulted in a blackout and the widespread fear among many Manhattan residents that a nuclear war was taking place (see *Apocalypse's Horsemen*). A Vietnam veteran calling himself Ammo claimed that civilization was coming to an end and that only the strongest would survive. He led a gang, including a group called the Wildboys, in an effort to steal food, fuel, weapons, and drugs during the blackout. Ammo intended to take over the entire city. Daredevil, the Black Widow, and a number of Vietnam War veterans halted the rampage of Ammo's gang, and Daredevil defeated Ammo himself in battle (see *Black Widow*, *Daredevil*).

Ammo was taken into police custody, but sometime later he was freed by the criminal Typhoid, and together they set the Wildboys free from prison as well (see *Typhoid*). Typhoid, Ammo, the Wildboys, Bullet, and Bushwacker all attacked and defeated Daredevil (see *Bullet*, *Bushwacker*). Ammo remains at large at this time.

Height: 6' 2" **Weight:** 225 lbs.

Eyes: Brown **Hair:** Black, dyed yellow
Strength level: Ammo possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Known superhuman powers: None

Other abilities: Ammo is a highly formidable hand-to-hand combatant and is greatly skilled in the use of conventional firearms.



ANI-MATOR

Real name: Dr. Frederick Animus

Occupation: Geneticist

Identity: Secret

Legal status: Citizen of the United States with a criminal record

Other aliases: None known

Place of birth: Unrevealed, presumably in the United States

Marital status: Presumed single

Known relatives: None

Group affiliation: Ally of the Right

Base of operations: Formerly "Paradise," an island in the North Atlantic

First appearance: NEW MUTANTS #59

Origin: NEW MUTANTS #60

History: Dr. Frederick Animus was a geneticist employed by a university to conduct medical research. Instead, Animus concentrated on research concerning mutation. Animus isolated reports on the efficacy of certain medicines, presumably because he had not done the necessary work involved. When some of these medicines proved to be lethal to patients, Animus's work was checked, with the result that he was sent to prison.

It was there that Animus was found by Cameron Hodge, commander of the anti-mutant organization known as the Right (see Hodge, Cameron, Right). Hodge hired Animus to conduct research into a means of stopping the process of mutation. The Right supplied Animus with animals to use as subject for his experiments, which Animus conducted on an otherwise apparently deserted North Atlantic island he named "Paradise."

However, once again Animus defied his employers' instructions. Through genetic manipulation ("gene-splicing") and selective breeding, Animus created the creatures he called his "Ani-Mates," who combined the characteristics of human beings and other animals (see Appendix: Ani-Mates). Animus called himself, as their creator, the Ani-Mator. Animus intended the Ani-Mates to be a slave race that would serve humanity, and designed different Ani-Mates to fulfill different tasks.

However, although at least some of the Ani-Mates possess human-level intelligence, Animus refused to treat them as human beings and claimed they were less than human because, according to him, they did not understand the concept of evil.

Animus would place his Ani-Mates within a dangerous maze as a test to see which of them would survive. One of the Ani-Mates, Bird-Brain, afraid of the test, escaped from the Ani-Mator's island and was befriended by the New Mutants (see Bird-Brain, New Mutants). Bird-Brain later returned to the island with the New Mutants to save other Ani-Mates from dying in the maze. The Ani-Mator had a number of his Ani-Mates capture the New Mutants and Bird-Brain. Animus intended to kill Bird-Brain and other Ani-Mates who had rebelled against him. Animus also intended to find a way to give Ani-Mates the powers of one of the captive New Mutants, Wolfsbane (see Wolfsbane).

But the New Mutants regained their freedom, only to be recaptured by Hodge and members of the Right, who arrived on the island. Bird-Brain and other Ani-Mates rescued the New Mutants and battled the Right. In the melee Animus aimed a gun at Wolfsbane, intending to kill her rather than let the Right take her. Another New Mutant, Douglas Ramsey, alias Cypher, knocked Wolfsbane aside to save her life, but was himself fatally shot by Animus in the process. Bird-Brain overcame Animus, and another New Mutant, Magik, infuriated by Cypher's death, exiled Animus to the dimension she calls Limbo (see Magik, Appendix: Limbo). Animus's subsequent fate has yet to be revealed.

Height: 5'6"

Weight: 127 lbs.

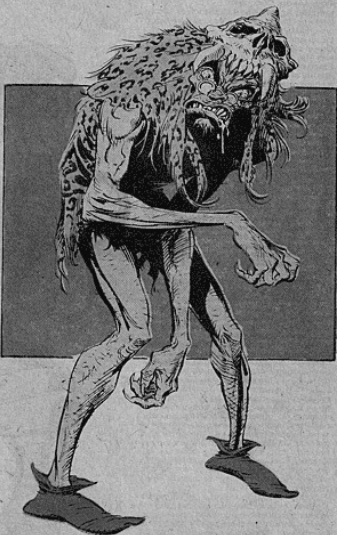
Eyes: Brown

Hair: Nearly bald

Strength level: The Ani-Mator possesses the normal human strength of a man of his age, height, and build who engages in no regular exercise.

Known superhuman powers: None

Other abilities: The Ani-Mator has knowledge of genetics beyond that of most other scientists, enabling him to create new species of life with various humanoid characteristics through the genetic manipulation of animals.



APOCALYPSE

Real name: Unrevealed

Occupation: Conqueror

Identity: Apocalypse's existence is known to the general public only through information provided by X-Factor.

Legal status: None

Other aliases: Set, Sauru, Huitzilopochtli, Kali-Ma, others still unrevealed

Place of birth: Unrevealed

Marital status: Unrevealed

Known relatives: None

Group affiliations: Employer of the Alliance of Evil and of the Four Horsemen

Base of operations: Mobile, formerly aboard his flying fortress

First appearance: X-FACTOR #5

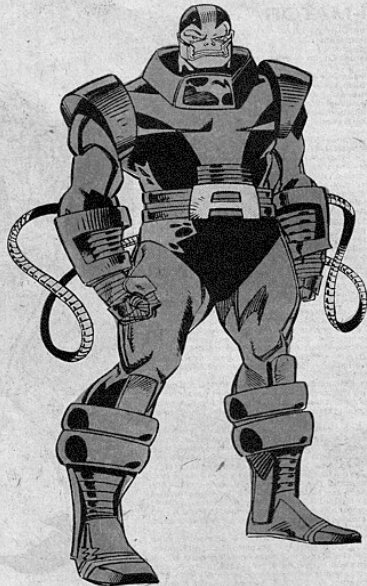
Origin: X-FACTOR #24

History: According to the mutant now called Apocalypse, he has existed since the dawn of mankind. In ancient times he was worshipped by human civilizations. In ancient Egypt he was known as Set, the god of death, storm, and famine. (Hence, Apocalypse was confused by the Egyptians both with the primeval god-demon Set and with the Egyptian deity Seth. See Set, Seth.) In ancient Persia Apocalypse was known as Sauru, the prince of demons. The Aztecs worshipped Apocalypse, believing him to Huitzilopochtli, the god of war. In India he was known as Kali-Man, a goddess associated with death.

Apocalypse claims that throughout human history he has "brought growth, judgement, and destruction." He believes that it is the strong who deserve to survive. A mutant himself, Apocalypse rejects the idea of co-existence between normal human beings and superhuman mutants. Instead, he wants superhuman mutants to dominate the Earth. Apocalypse believes that through open warfare between mutants and human beings, mutants will either grow stronger or die, and only the strongest will survive.

Apocalypse first crossed paths with the mutant organization called X-Factor when he sent the Alliance of Evil, another team of mutants, to abduct Michael Nowlan, who had the power to increase mutants' level of super human power (see *Alliance of Evil*, *X-Factor*). X-Factor failed to prevent the kidnapping, but tracked the Alliance to Apocalypse's chateau headquarters in Southern California. Apocalypse's plan to exploit Nowlan's ability collapsed when Nowlan died.

Subsequently, Apocalypse began recruiting a team of mutant agents he called his Horsemen, after the figures in Apocalypse, the last book of the Bible (see *Apocalypse's Horsemen*). Apocalypse rescued Warren Worthington, alias the Angel, a member of X-Factor, from death and persuaded him to serve him as the Horseman named Death (see *Archangel*). Worthington's wings had recently been amputated, but Apocalypse used his advanced biological knowledge to induce Worthington to grow new wings whose feathers could also serve as weapons. Apocalypse then had Death lead the other three Horsemen in an open attack on New York City in order to provoke all-out war between normal human beings and mutants. The other members of X-Factor, aided by Power Pack, defeated three of the Horsemen, and the fourth, Death, rebelled against Apocalypse (see *Power Pack*). On the other hand, Apocalypse succeeded in persuading the Morlock Caliban, an ally of X-Factor, to serve him (see *Caliban*, *Morlocks*). Following a battle aboard his flying fortress, Apocalypse deserted the gigantic airship, which crashed atop X-



Factor's own headquarters. X-Factor later took over the fortress ship as its new headquarters.

Apocalypse currently remains at large.

Height: Variable, usually 7'

Weight: Variable

Eyes: Blue

Hair: Unrevealed

Strength level: Apocalypse possesses superhuman strength. Since he can increase his strength by drawing on external energy sources, there is no known limit to Apocalypse's physical strength.

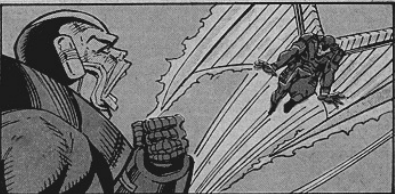
Known superhuman powers: Apocalypse is a mutant possessing several superhuman powers.

Apocalypse possesses superhuman strength and can increase his strength by drawing upon energy from any external source.

Apocalypse controls the molecular structure of his own body and can restructure the shape of his body at will. For example, he can extend the length of his limbs or transform his fists into enormous hammers. He can add to his own mass at will by drawing mass from an apparently extra-dimensional source, and he can rid himself of this additional mass by sending it back to that source. His costume is part of his body, and therefore, he can cause it to change its shape as well.

Apocalypse can also teleport himself and other beings. The limits on his power of teleportation are unknown.

Other abilities: Apocalypse has knowledge of certain areas of biology, primarily genetics, that is far in advance of contemporary science.



APOCALYPSE'S HORSEMEN

The mutant known as Apocalypse recruited four other superhuman mutants to serve as an elite team of warriors that he called his Horsemen (see *Apocalypse*). The Horsemen took their names from the Biblical Four Horsemen of the Apocalypse: War, Pestilence, Famine, and Death, who appear in the final book of the New Testament, known as *Apocalypse* or the Book of Revelation.

Apocalypse's first recruit was the Morlock known as Plague, whom he rescued from being killed by the Marauder Harpoon during the notorious "mutant massacre" of the Morlocks (see *Harpoon*, *Marauders*, *Morlocks*). Apocalypse gave Plague her new name of Pestilence.

Apocalypse next enlisted Abraham Lincoln Kieros, a mutant who had been severely injured as a soldier during the Vietnam War, resulting in his paralysis from the neck down. Kieros was confined to an iron lung in a Veterans Administration Hospital in Atlanta, Georgia. Apocalypse restored Kieros to health and gave him the name War.

Then Apocalypse enlisted an anorexic girl named Autumn Rollson, who had the mutant power to turn food to dust. He gave her the name Famine.

Finally, Apocalypse rescued Warren Worthington, the member of X-Factor known as the Angel, from death aboard an exploding plane (see *Archangel*). Worthington had become suicidal following the amputation of his wings, which had been severely injured during the "mutant massacre." Apocalypse used his advanced scientific knowledge to cause Worthington to grow new wings, which gave him greater speed in flight. The feathers of the new wings were sharp and resembled metal in hardness, and hence they could be used as weapons. Worthington agreed to serve Apocalypse, who

gave him the name Death and made him the leader of the Horsemen.

Except for Death, the Horsemen flew through the air by riding special vehicles supplied to them by Apocalypse.

Apocalypse had Death lead the other three Horsemen in an attack on New York City that was intended to provoke a war between normal human beings and superhuman mutants. Their attack threw Manhattan into chaos. However, the other founding members of X-Factor battled and finally defeated the Horsemen. Pestilence was teleported away from the battle to the American Midwest, where she began laying waste to the grain fields until she was stopped by the original Captain America and his allies, Demolition-Man, the Falcon, and Nomad (see individual entries). The members of Power Pack joined in the struggle against the Horsemen in Manhattan (see *Power Pack*). One of the Power Pack members, Starstrike, was in flight while holding onto Pestilence, but was forced to drop her when flying debris shot too close to them (see *Starstrike*). Pestilence fell to her death. Death battled his former X-Factor colleagues and was briefly tricked into thinking he had killed one of them, the Iceman (see *Iceman*). The shock caused Archangel to renounce his allegiance to Apocalypse.

Apocalypse finally escaped with War and Famine. Death eventually rejoined X-Factor under name Archangel. Whether Apocalypse will recruit new Horsemen in the future is as yet unknown.



FAMINE

Real name: Autumn Rollson
Occupation: Former student, now warrior
Identity: Secret
Legal status: Citizen of the United States with no criminal record, still a minor

Known relatives: Mr. and Mrs. Rollson (parents)
First appearance: X-FACTOR #12
History: Autumn Rollson was an anorexic child who hated her parents. Apocalypse took her from her home and renamed her Famine.

Height: 5'2"
Weight: 65 lbs.
Eyes: Blue
Hair: Brown
Strength level: Famine possesses the normal human strength of a girl of her age, height, and build who engages in no regular exercise.
Known superhuman powers: Famine is a mutant with the superhuman power to cause organic matter to turn to dust at will.

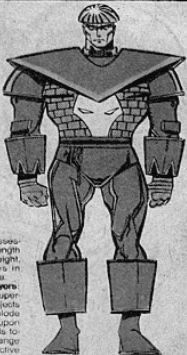


WAR

Real name: Abraham Lincoln Kieros
Occupation: Warrior
Identity: Secret
Legal status: Citizen of the United States with no criminal record
Known relatives: None

First appearance: X-FACTOR #11
History: As the result of war injuries, Abraham Lincoln Kieros was paralyzed from the neck down and forced to stay in an iron lung. Apocalypse restored his health and made him his Horseman War.

Height: 6'6"
Weight: 270 lbs.
Eyes: Blue
Hair: Brown
Strength level: War possesses the normal human strength of a man of his age, height, and build who engages in moderate regular exercise.
Known superhuman powers: War is a mutant with the superhuman power to cause objects within his vicinity to explode when he concentrates upon them and claps his hands together. The limits of the range in which his power is effective have not yet been determined.



ARCANNA

Real name: Arcanna Jones

Occupation: Crimelfighter, former medium

Identity: Publicly known

Legal status: Citizen of the United States with no criminal record

Other aliases: None known

Place of birth: Unrevealed

Marital status: Married

Known relatives: Philip (husband), Katrina, Drusilla (daughters), Andrew, Benjamin Thomas (sons)

Group affiliation: Squadron Supreme

Base of operations: Squadron City on the Squadron Supreme's alternate Earth

First appearance: DEFENDERS #112

History: Arcanna is a native of the other-dimensional alternate Earth inhabited by the team of superhuman champions known as the Squadron Supreme (see *Squadron Supreme*). Arcanna was born with an aptitude for wielding supernatural powers as well as certain psychic powers which developed as she matured. It has not yet been revealed how she learned to master her magical abilities.

Arcanna originally worked as a medium, but after marrying Philip Jones, she decided to support her family as a professional crimelfighter. Her husband stayed at home to raise their children.

Arcanna's success as a crimelfighter came to the attention of the Squadron Supreme, who made her their fifth recruit.

Like most of the rest of the Squadron, Arcanna was mentally entrained by the Overmind, a collective alien intelligence working in concert in the demonic entity Null the Living Darkness (see *Overmind*, Appendix: Null). The Overmind used the Squadron as his agents in the conquest of their Earth. However, the Squadron member Hyperion, who retained his free will, in alliance with superhuman champions from another Earth called the Defenders, freed the Squadron from the Overmind's control (see *Defenders*, *Hyperion* I). Together the Squadron and the Defenders vanquished the Overmind and Null.

The Squadron's Earth was left in a political and economic ruin in the aftermath of the Overmind's takeover. The Squadron, including Arcanna, decided to take control of the United States for a year in order to implement their "Utopia Program," by which they intended to solve all of the nation's major problems, ranging from hunger and crime to illness and death itself. During this year Arcanna became pregnant again, but fearing that the Squadron would compel her to take less active role if they knew the truth, she kept her pregnancy a secret at first. Later she misled the Squadron into thinking she had become pregnant months later than she actually had, using her magical illusion-casting power to conceal the changes in her figure.

Finally, Arcanna went into labor during a battle in Squadron City, the Squadron's headquarters, between the Squadron and the members of the Redeemers, a team recruited by Nighthawk, a former Squadron member who had resigned in opposition to the Squadron's assumption of political power (see *Deceased*, *Nighthawk* I, Appendix: *Redeemers*). The Shape, a Squadron member who had joined the Redeemers but still regarded Arcanna as his friend, left the battle to take her to the Squadron City hospital (see *Squadron Supreme*, *Shape*). The Squadron lost the battle, and Hyperion, conceding that Nighthawk was right to oppose them, surrendered on the Squadron's behalf. The Squadron pledged to give up



control of the United States and to help dismantle the Utopia Program.

Meanwhile, at the hospital, Arcanna gave birth to her son, Benjamin Thomas Jones. She remains a member of the Squadron Supreme today.

Height: 5'8"

Weight: 130 lbs.

Eyes: Blue

Hair: Silver

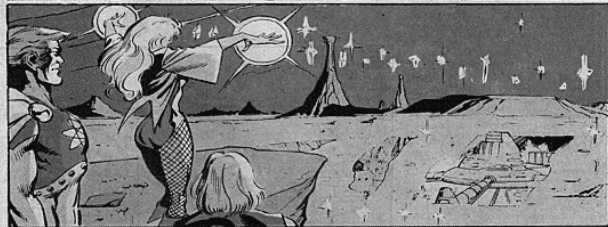
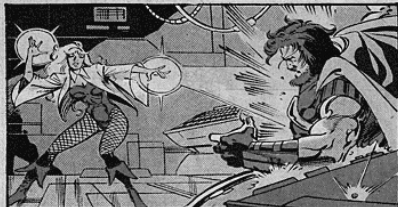
Strength level: Arcanna possesses the normal human strength of a woman of her age, height, and build who engages in moderate regular exercise.

Known superhuman powers: Arcanna is a sorceress who can magically control natural substances and forces, particularly wind, wood, and water. She can fly through the air by conjuring winds strong enough to support her weight and carry her aloft. Sometimes in order to fly she rides or stands upon a wooden pole that she magically levitates; presumably sorceresses in the past who used a similar method of flight gave rise to the legends of witches who rode flying broomsticks.

Arcanna can magically create illusions, perhaps through manipulating light. She can use her illusion-casting ability to make herself appear to be in costume when she is actually wearing normal clothing, or to make herself appear to be another person entirely. During her last pregnancy, she used her illusion-casting power to make herself appear to have her normal figure.

Arcanna can also project magical bolts of force.

The origin of Arcanna's magical abilities is still unknown.



ARCHANGEL

Real name: Warren Kenneth Worthington III

Occupation: Former chairman of the board and principal stockholder of Worthington Industries, former adventurer, former agent of Apocalypse, no occupation at present.

Identity: It is publicly known that Warren Worthington was the Angel, but not that he was the being called Death.

Legal status: Warren K. Worthington III is a citizen of the United States with no criminal record, who is legally dead.

Former aliases: The Avenging Angel, the Angel, Death.

Place of birth: Centerport, Long Island, New York.

Marital Status: Single.

Known relatives: Warren K. (grandfather, deceased), Warren K., Jr. (father, deceased), Kathryn (mother, deceased), Burt (paternal uncle).

Group affiliation: Former member of the X-Men, the Champions of Los Angeles, the Defenders, X-Factor, and the Horsemen of the Apocalypse; current member of X-Factor.

Base of Operations: Formerly Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York; later Champions headquarters, Los Angeles; later Defenders Mansion in the Colorado Rock Mountains; later X-Factor headquarters, New York City; later Apocalypse's flying fortress; currently X-Factor's ship.

First Appearance: X-MEN #1.

Origin: X-MEN #54-56.

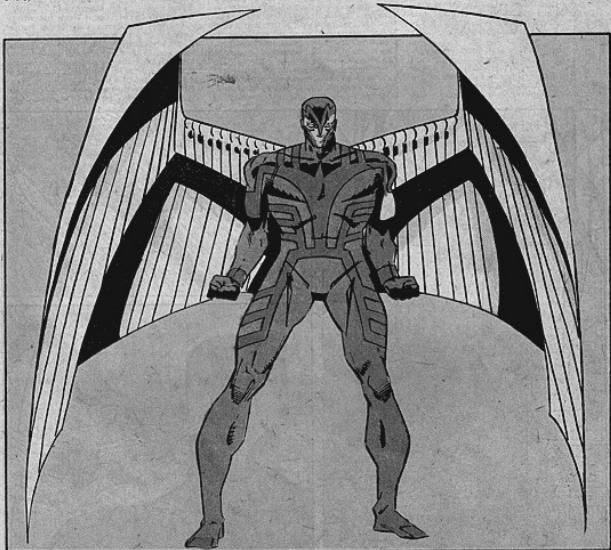
History: Warren Worthington III was attending a private school in his adolescence when wings began to grow from his shoulder blades. The wings reached their full adult size within months, but Worthington kept them a secret by strapping them tightly to

his back and concealing them under his clothes. At first he thought himself a freak. However, Worthington learned that he could use his wings to fly and came to enjoy his newfound ability.

Then one night there was a fire in his dormitory, and he resolved to use his flying power to rescue the people inside. To conceal his identity, Worthington wore a long blond wig and a long nightshirt, so that he looked like an angel. The rescue was successful, and his identity remained a secret.

Shortly thereafter, Worthington became a costumed crimefighter in New York City under the name of the Avenging Angel. He was then contacted by the X-Men, a team of superhuman mutants, and agreed to join them, becoming one of the group's original members (see *X-Men*).

Years later, shortly after Professor Charles Xavier, the founder of the X-Men,



recruited several new members for the group, the Angel decided to leave the team (see *Professor X*). After his parents' deaths, Worthington inherited a vast fortune, and he used part of it to found a Los Angeles-based organization of superhuman adventurers called the Champions (see *Appendix: Champions of Los Angeles*). Worthington also publicly revealed that he was the Angel, although he and Xavier managed to keep secret Worthington's connection with Xavier's school, the cover and home base for the X-Men. When the Champions failed as an organization, Worthington decided to devote his time from then on to his business duties and to his renewed romance with his longtime girlfriend Candace "Candy" Southern (see *Appendix: Southern*). Candace "Candy" Worthington also briefly returned to the X-Men.

The Angel later joined another team of superhuman adventurers, the Defenders, and remained with them after the Beast, another of the original X-Men, reorganized the group (see *Beast*, *Appendix: Defenders*). The Defenders used the mansion and estate that Worthington and Southern jointly owned in the Colorado Rocky Mountains as their base of operations.

After several of the Defenders seemingly perished in a battle against Moondragon and the Dragon of the Moon, the Angel joined four other original members of the X-Men in founding X-Factor, an organization that would seek out and aid superhuman

mutants under the pretense of hunting down "mutant menaces" (see *Moondragon*, *X-Factor*, *Appendix: Dragon of the Moon*). Worthington brought in a friend from school, Cameron Hodge, to act as X-Factor's public relations director (see *Hodge*, *Cameron*). Unknown to Worthington, Hodge was the leader of an organization called the Right and intended to use X-Factor to exacerbate anti-mutant sentiments in the general public (see *Right*).

Mystique, leader of Freedom Force, discovered that Worthington, a known mutant, was secretly the financial backer of X-Factor, which was publicly believed to be a mutant-hunting organization, and leaked this information to the news media, generating great controversy (see *Freedom Force*, *Mystique*).

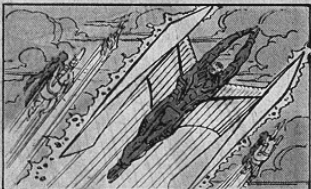
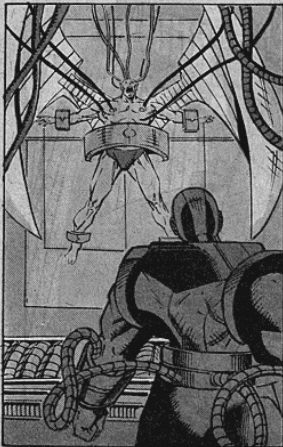
Subsequently, in a battle with the Marauders during their massacre of the mutant Morlocks, the Angel was caught by the Marauder Blockbuster (see *Blockbuster*, *Marauders*, *Morlocks*). Another Marauder, Harpoon, then impaled the Angel's wings with his weapons (see *Harpoon*). The thunder god Thor rescued the Angel, but the bones of the Angel's wings had been permanently crippled, and his wounds became infected (see *Thor*). As a result, surgeons amputated Worthington's wings.

Worthington changed his will, leaving his fortune to X-Factor, thereby unwittingly playing into Hodge's plans. Shortly afterwards, in despair over the loss of his wings, his

breakup with Southern, and the controversy plaguing X-Factor, Worthington apparently committed suicide in a small aircraft that exploded.

In fact, however, Worthington was teleported to safety by the mutant Apocalypse, who, through genetic manipulation, caused the Angel's wings to grow back in a new form (see *Apocalypse*). His views towards the world radically altered by his recent traumatic experiences, Worthington became one of Apocalypse's warriors, the so-called Four Horsemen of Apocalypse, and took the name Death (see *Apocalypse's Horsemen*). As Death, he battled the other four founding members of X-Factor, but he was shocked into ending his attack when one of the X-Factor members, Iceman, faked his own demise (see *Iceman*). Abandoning both Apocalypse and X-Factor, Worthington flew off to live a solitary life. He has recently rejoined X-Factor and adopted the new name of Archangel.

Height: 6' **Weight:** 150 lbs
Eyes: Blue **Hair:** Blond
Strength level: Apart from his wings, Archangel possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise. His wings have superhuman strength and can create enough lift to enable him to carry aloft at least 200 pounds in addition to his own weight.
Known superhuman powers: Archangel is a mutant who can fly by means of his



natural wings, which span sixteen feet from wingtip to wingtip. Fully feathered like a bird, the wings have a very flexible skeletal structure, enabling him to press them to the back of his torso and legs with only the slightest bulge visible under his clothing.

Archangel's entire anatomy is naturally adapted to flying. His bones are hollow like a bird's, making him weigh far less than is usual for a man of his build. His body is virtually devoid of fat and possesses greater proportionate muscle mass than an ordinary human being does. His eyes are specially adapted to be able to withstand high speed winds which would hurt the average human eye. He possesses a special membrane in his respiratory system enabling him to extract oxygen from the air at high velocities or high altitudes.

Archangel flies by flapping his wings as a bird does. Since being genetically altered by Apocalypse, Archangel is now capable of flying at a speed just over the speed of sound (about 770 miles per hour at sea

level). It is not yet known how long he can maintain this speed before he begins to tire. As he approaches the speed of sound, his wings create a screaming sound. He suffers no ill effects from sonic booms he himself creates.

Though he generally flies beneath the height of the clouds (6,500 feet), Archangel can reach a height of 10,000 feet with little effort. With severe strain he can reach the highest recorded altitude of a bird in flight (African geese at 29,000 feet above sea level), but he can only remain that high for several minutes.

As the Angel he could fly nonstop under his own power for a maximum of approximately twelve hours. Contrary to some reports, he could not make a transatlantic flight solely under his own power. However, since his genetic alteration by Apocalypse, Archangel may be able to fly for longer periods nonstop than he could previously.

Due to genetic alterations brought about by Apocalypse, the feathers of Archangel's

wings are now composed of a hard, sharp organic material that resembles the "organic steel" of the body of the mutant Colossus (see Colossus). At will Archangel can project these feathers out from his wings at great speed and with tremendous force; the bio-metallic feathers, traveling with such great momentum, can pierce even metal. The feathers are tipped with a paralyzing chemical generated by Archangel's body. If the chemical enters a victim's bloodstream, it will temporarily disrupt his neurons, slowing his movements. Presumably, Archangel is immune to the effects of this chemical. Sometimes Archangel's feathers will shoot from his wings against his conscious will, in response to his unconscious aggressive drives.

ARCLIGHT

Real name: Unrevealed

Occupation: Assassin

Identity: Secret

Legal status: Unrevealed

Other aliases: None known

Place of birth: Unrevealed

Marital status: Unrevealed

Known relatives: None

Group affiliation: Marauders

Base of operations: Unrevealed

First appearance: X-Factor #10

History: Arclight is a member of the Marauders, a group of mutants who slay other superhuman mutants (see Marauders). On the orders of their employer, Mister Sinister, the Marauders carried out the so-called "mutant massacre," in which they slew most of the Morlocks, the mutants living in tunnels beneath the New York City area (see Mister Sinister, Morlocks). In the course of the massacre, the Marauders, including Arclight, clashed with various superhuman champions, including the X-Men (see X-Men). Arclight and the other Marauders have also battled the X-Men on subsequent occasions.

Height: 5'8"

Weight: 126 lbs.

Eyes: Violet

Hair: Purple (dyed)

Strength level: Arclight possesses superhuman strength enabling her to lift (press) roughly 50 tons.

Known superhuman powers: Arclight possesses superhuman strength.



ARIEL

Real name: Ariel

Occupation: Thief, adventurer

Identity: The general populace of Earth is unaware that Ariel is an alien.

Legal status: Citizen of the planet known as the Coconut Grove with no known criminal record there

Other aliases: None known

Place of birth: The Coconut Grove

Marital status: Single

Known relatives: Ariel (ancestor, presumed deceased)

Group affiliation: Fallen Angels

Base of operations: Formerly the Coconut Grove, now the Beat Street Clubhouse, New York City

First appearance: FALLEN ANGELS (first series) #1

History: Ariel is an extraterrestrial native to the world known as the Coconut Grove, home of a culture devoted to the pursuit of pleasure. William Shakespeare based the character Ariel in his play *The Tempest* on one of her relatives, who was also named Ariel.

Ariel's race had reached an evolutionary standstill; no mutations had occurred in her race for millions of years. Seeking a means to advance the race's evolution, the leaders of the Coconut Grove assigned Ariel to go to Earth, a world on which superhuman mutants were appearing in great abundance, and bring a number of them back to her home planet in the hope that the factor in their bodies enabling them to mutate could be extracted.

On Earth, Ariel encountered the mutant criminal known as the Vanisher and joined his group of adolescents who worked for him as thieves (see *Vanisher*). Eventually this group became the team of young superhumans known as the Fallen Angels (see *Fallen Angels*). Using her ability to bend space, Ariel transported the Fallen Angels to a distant world, where they encountered Devil Dinosaur and Moon Boy (see *Devil Dinosaur*, *Moon Boy*). Again through the use of Ariel's powers, the Fallen Angels returned to Earth, joined by Devil Dinosaur and Moon Boy as new recruits to the team.

Finally, Ariel transported the Fallen Angels to her home planet, where they were captured. Ariel was upset, however, that one of the Fallen Angels, Chance, who had become her friend, was also made a prisoner (see *Chance II*). Then Ariel was taken captive as well after being identified as a mutant with a power that, within her race, only she possesses. This was the power to influence minds to compel others to do what she told them. After the Fallen Angels escaped captivity, Ariel used her power to compel Unipar, the leader of the Coconut Grove, to let them return to Earth.

Having changed her loyalties, Ariel accompanied the Fallen Angels to Earth and continues to be a member of the team.

Height: 5'5"

Weight: 130 lbs.

Eyes: Purple, covered by an opaque membrane

Hair: White and pink

Strength level: Ariel possesses the equivalent of the normal human strength of an Earthwoman of her physical age, height, and build who engages in no regular exercise.

Known superhuman powers: Like all members of her extraterrestrial race, Ariel can bend space so that she can create a space warp connecting two points that may otherwise lie great distances apart. There are no known limits on the range that Ariel's space warps may cover; she has created warps that enabled her to travel over interstellar distances from one planet to another in distant solar system. However, Ariel needs an actual doorway that can be opened and closed to serve as a focal point for her power. In addition, there must be another doorway at the receiving end of the warp. By stepping through the doorway, one journeys through the space warp that she has created.

In addition, Ariel is the sole mutant member of her race, possessing the mutant ability to cause others through psionic means to believe what she says or to do what she tells them, whether they would otherwise voluntarily wish to do so or not.



ASTRO, VANCE

Real name: Vance Astrovik
Occupation: Currently student, former wrestler; astronaut and later adventurer in an alternate future

Identity: Publicly known in an alternate 31st century future

Legal status: Currently citizen of the United States with no criminal record, still a minor; citizen of the United Federation of Planets in an alternate 31st century future

Other aliases: Manglin' John Mahoney

Place of birth: Saugerties, New York

Marital status: Single

Known relatives: Arnold Astrovik (father), Norma Astrovik (mother)

Group affiliation: (in "mainstream" reality) former member of Unlimited Class Wrestling Federation, (in alternate 31st century future) member of the Guardians of the Galaxy

Base of operations: Currently Saugerties, New York; starship *Freedom's Lady*; Milky Way Galaxy in the 31st century of an alternate future

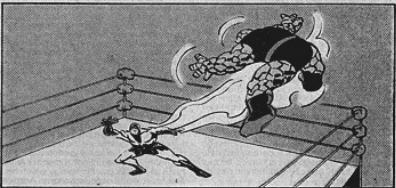
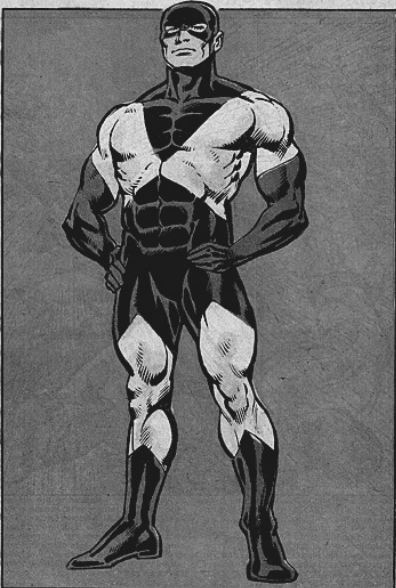
First appearance and origin: MARVEL SUPER-HEROES #18

History: Vance Astrovik was the only son of a small-town butcher and his wife. In "mainstream" reality, the teenaged Vance Astrovik was sought out by his older self from an alternate future, the Vance Astro who had joined the team known as the Guardians of the Galaxy (see *Guardians of the Galaxy*). The elder Vance Astro intended to convince his younger self not to enter the astronaut training program and thus not to go through the experiences that would lead him to become a Guardian. In their encounter, psychic feedback between the two counterparts' brains occurred, unleashing the latent mutant psionic power of the younger Vance Astrovik. The psionic powers of the Guardian Vance Astro had not emerged until many centuries in the future. Hence, the meeting of the teenaged Astrovik and the Guardian Astro marked the point at which two alternate timelines diverged.

In one timeline, that of "mainstream" reality, Astrovik's father was unable to cope with the knowledge that his son was a superhuman mutant and began beating Vance to assert his dominance over him. Finally, Vance ran away and joined the Unlimited Class Wrestling Federation under the name Manglin' John Mahoney (see *Unlimited Class Wrestling Federation*). Vance used his ability to "push" people with concussive force psychokinetically to fake having superhuman strength. He also used his psychokinetic powers to cushion the blows he received from superhumanly strong opponents in the ring. A private detective hired by Vance's mother found him. Vance's mother, Norma Astrovik, told Vance that his father was undergoing psychiatric therapy and seemed to be changing for the better. Vance returned home with his mother.

In the other, divergent timeline, Astrovik went into the Air Force at the age of eighteen. Astrovik (who legally changed his name to Astro when he was twenty-one) became the youngest man to be accepted into the astronaut training program several years later.

Astro volunteered for the first manned interstellar mission ever conducted by the United States government. In this alternate future, Reed Richards never released his own experimental starship to the government (see *Mister Fantastic*). Astro's ship, *Odyseus I*, was not equipped with the capacity for travel through hyperspace at faster-than-light speed. Hence, the journey to Earth's nearest interstellar neighbor, a planet in the Alpha Centauri system, would take about ten centuries. To protect him from aging, Astro was





covered with a skin-preserving copper alloy bodysuit and his blood was infused with an unknown preservative fluid. Astro was then launched into space.

While on his way to Alpha Centauri, the starship automatically awoke him from suspended animation at times in order for him to perform course adjustments. His periods of wakefulness lasted up to a year. On several occasions when he was awake, Astro eventually went mad, only to return to a semblance of normality after the ship automatically put him under suspended animation again. During his long periods of sustained dream-time activities, Astro's psychokinetic powers emerged. By the time he emerged on Centauri IV almost a thousand years after his journey began, he had virtually full control over his psychokinetic abilities.

Upon arrival Astro learned that Earth had beaten him to Centauri IV by two hundred years, having developed warp-drive starships since the time he had left. Earth had been unable to intercept his flight. The Centaurian colony afforded him a hero's welcome.

Astro was determined to carry out the mission he was assigned a millennium ago even though it would be superfluous. While engaged in his geophysical survey, he met Yondu Udonta, one of the humanoid natives of the planet.

When the alien Badoon launched an attack on Centauri IV, annihilating the human colony

and methodically eradicating the natives, Astro and Yondu attempted to escape in Yondu's starship (see Alien Races: Badoon). They were overtaken by the Badoon and transported to Earth. There they escaped and joined with other survivors of the Badoon's attack on Earth and its planetary colonies to form the Guardians of the Galaxy, a team dedicated to freeing Earth and its colonies from Badoon domination.

After Earth was finally liberated, in no small part due to the Guardians' own efforts, the Guardians began traveling through the Milky Way Galaxy in the hopes of safeguarding freedom wherever they went. The Guardians have traveled to Twentieth Century Earth, but have returned to their own time period.

Height: (as adult) 6'1"

Weight: (as adult, with protective suit) 250 lbs.

Eyes: Hazel

Hair: Black

Strength level: Vance Astro possesses the normal human strength of a man of his physical age, height, and build who engages in moderate regular exercise.

Known superhuman powers: Vance Astro is a mutant who possesses the psionic power of psychokinesis, the ability to affect matter with his mind. In some unknown manner Astro's brain generates psionic energy which he is able to project as concussive force. Astro can focus the energy at will, creating anything from a narrow two-inch diameter beam of

force to a 360 degree expanding force sphere. At maximum concentration Astro's narrow focus is capable of knocking seven 250-pound men standing ten feet from him a distance of five feet.

The Guardian Astro does not yet have the mental discipline to use his psionic power delicately. Whenever he taps the power at all, it is accompanied by a minimum of 1/2 pound per square inch force.

The Guardian Astro cannot use his psionic energy powers for anything other than his "psycho-blasts." However, the teenage Astro of "mainstream" reality, who already has manifested his powers, can also use his psychokinetic powers to cushion blows directed against himself and to levitate things.

Vance Astro can use his psionic powers at maximum exertion for about a half hour before his mind suffers from fatigue or headaches.

Limitations: The Vance Astro who is a Guardian of the Galaxy is unable to remove his protective bodysuit. If he does so, the delayed effects of aging will kill him.

Other abilities: The Vance Astro who is a member of the Guardians of the Galaxy is an above average athlete with a basic knowledge of unarmed combat which he learned when he was in the Air Force.

ASTRONOMER

Real name: Unrevealed

Occupation: Astronomer

Identity: The general populace of Earth is unaware of the Astronomer's existence.

Legal status: None

Other aliases: None known

Place of birth: Unrevealed

Marital status: Unrevealed, presumed single

Known relatives: None

Group affiliation: Elders of the Universe

Base of operations: Unrevealed, presumably mobile through the known universe

First appearance: SILVER SURFER VOL. 3, #4

History: Like his fellow Elders of the Universe, the Astronomer is one of the Universe's oldest living beings (see *Elders of the Universe*). He has been alive for roughly 5.5 billion Earth years. He is a member of one of the first sentient races to come into being after the Big Bang that created the present universe, and he continued to live after the rest of his race became extinct.

The Astronomer devotes himself monomaniacally to the study of astronomy. He spends his existence exploring and charting the universe and studying its stars, planets, and other heavenly bodies.

The Astronomer is known for his ability to deal with concepts on a galactic scale. This talent made him the principal architect of the Elders' recent plan to kill the planet-destroyer Galactus, the only non-mystical being in the cosmos who is older even than themselves (see *Galactus*). The Astronomer explained to his fellow Elders that since Galactus served to maintain the balance between the cosmos' embodiment of existence and time, Eternity, and Death, the embodiment of non-existence, Galactus's demise would alter that balance, bringing about the end of the present universe (see *Death, Eternity*). Then a new universe would arise in which the Elders could reign as its dominant powers.

To destroy Galactus, the Elders gathered six power objects called soul-gems, forcing the Silver Surfer to give them the sixth (see *Silver Surfer*). Using the gems, the Elders caused six planets to drain energy from Galactus that he himself had previously drained from other worlds. Galactus began to dissipate, but then the Surfer intervened, reflecting back the energy-draining beam being used against Galactus. The Surfer then had Galactus's herald, Nova, cause the six planets' sun to go nova (see *Nova*). As a result, a black hole was created, and its tremendous gravitational force pulled the Astronomer and his fellow Elders, the Possessor, and Trader into it (see *Possessor, Trader*).

These three Elders were returned to their native universe by the In-Betweener (see *In-Betweener*). But later the In-Betweener apparently compelled Death to slay the three Elders, thereby violating her oath never to kill them. Whether or not the Astronomer is truly dead forever remains to be seen.

Height: 6'4"

Weight: Unknown

Eyes: Blue

Hair: Light brown

Strength level: The Astronomer's strength level is unknown, although it is probably roughly the same as that of a middle-aged Earthman of the same height and build who engages in no regular exercise.

Known superhuman powers: Like the other Elders of the Universe, the Astronomer possesses a cosmic life force that has retarded and perhaps completely halted his aging process and that has kept him alive for billions of years. In some manner that is not clearly understood, the Elders' longevity is the result of the monomaniacal obsession of each with their one particular area of endeavor, as if their unshakable determination to pursue their interests kept them alive. In the Astronomer's case, he is obsessed with astronomy.

Due to an arrangement between Death and the Grandmaster, none of the Elders, including the Astronomer, can die by any means until and unless Death revokes her pact. The Astronomer can still be injured, but no known form of injury can now kill him.

It has been said that the Astronomer can project laser beams from his hands and that he uses these beams to measure the distances between planets. He can also use these beams for destructive purposes. It is not known if he has any other superhuman abilities. Nor is it known how he manages to traverse interstellar distances.

Paraphernalia: The Astronomer wears a device containing lenses over his right eye. This device gives him telescopic vision, enabling him to see vast distances. The limits of his telescopic vision are unknown.



BETTY ROSS

Real name: Elizabeth "Betty" Ross Talbot

Banner

Occupation: None

Identity: Publicly known, although the general public is unaware that she was the Harpy

Legal status: Citizen of the United States with no criminal record

Other aliases: The Harpy

Place of birth: An unidentified location in California

Marital status: Married twice

Known relatives: General Thaddeus E. "Thunderbolt" Ross (father, deceased), Karen Lee Ross (mother, deceased), Glenn Talbot (first husband, deceased), Robert Bruce Banner (second husband), Jennifer Walters (cousin by marriage)

Group affiliation: None

Base of operations: Formerly Desert Base and Gamma ("Hulkbuster") Base, New Mexico

First appearance: HULK #1

Origin: INCREDIBLE HULK #291

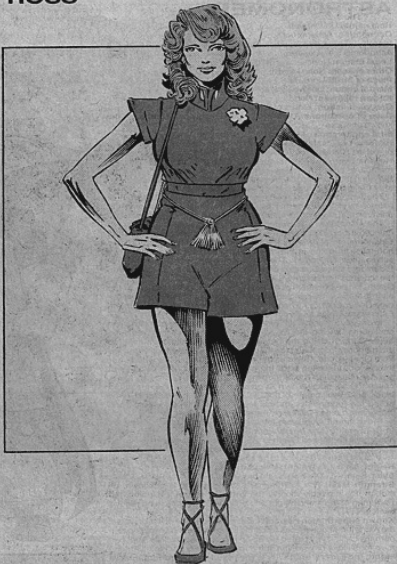
History: Born in a house in California, Betty Ross Banner was the only child of Air Force General Thaddeus E. "Thunderbolt" Ross and his wife Karen Lee (see Deceased: Ross, General "Thunderbolt"). Karen Ross died when Betty was a teenager, and "Thunderbolt" Ross shut Betty out of his life, claiming that a military base was no place for a young woman. Betty went off to boarding school.

She returned to her father's home after finishing school, but then, as for much of her life, she was dominated by her father. By now General Ross was in charge of the top secret Gamma Bomb Project at Desert Base in Nevada. Betty Ross greeted the bomb's creator, Dr. Robert Bruce Banner, when he arrived at the base. A strong attraction grew between Banner and Betty Ross. However, General Ross had contempt for the quiet, slender nuclear physicist, thinking him a physical and emotional weakling. The general's dislike of Banner intensified when he realized that Betty was falling in love with him.

Exposure to intense gamma radiation caused Banner to transform repeatedly from then on into the monstrous Hulk (see Hulk). Although Banner managed at first to keep his double identity secret, his activities as the Hulk led to circumstances that caused General Ross and his security chief, Major Glenn Talbot, to suspect Banner of being a traitor (see Deceased: Talbot, Colonel Glenn). Talbot fell in love with Betty Ross himself. However, Betty remained devoted to Banner through all of his trouble, even when it became known that Banner was the Hulk.

At one point, Banner's condition changed so that he could now control his changes into the Hulk and could maintain his normal personality and intelligence when he was in the Hulk's form. Reluctantly, General Ross consented to the wedding of Banner with his daughter, which was held in the house in which she had been born. However, during the ceremony, just before Banner and Betty Ross could be pronounced husband and wife, the Hulk's arch-enemy the Leader, seeking vengeance, fired radiation that returned Banner to his previous condition, turning him into a savage Hulk (see Leader). The enraged Hulk tore the house apart, and hopes for the wedding to occur were smashed.

Betty remained in love with Banner, but she eventually learned that he also loved Jarella, a queen from a "subatomic" world (see Deceased: Jarella). Believing she had



lost Banner to another woman. Betty finally allowed herself to fall in love with Talbot, and they were soon married.

While the Talbots were on their honeymoon, General Ross continued his pursuit of the Hulk, only to be captured by the Soviet scientist known as the Gremelin and sent to a Soviet prison (see *Gremelin*). Major Talbot joined a mission that rescued General Ross, but Talbot himself was captured. General Ross and the other Americans on the mission incorrectly believed that Major Talbot

had been killed. When Betty Talbot learned of her husband's death, she suffered a nervous breakdown.

Modok, then the leader of the subversive organization called the Advanced Idea Mechanics (A.I.M.), took advantage of Betty Talbot's condition to use gamma radiation to transform her into the monstrous and insane Harpy, who then battled the Hulk (see *A.I.M., Deceased: Modok*). Betty's transformation was reversed shortly afterward, apparently permanently, and she regained

both her normal form and her sanity.

Major Talbot was finally rescued, but Betty Talbot realized that she was still in love with Banner, and the Talbots' marriage soon ended in divorce. For a time Betty Ross lived on her own, apart from her father. Ultimately she returned to Banner. As for Glenn Talbot, he blamed the failure of his marriage on Banner and died in trying to destroy the Hulk.

Again Banner achieved a state in which he could control his transformations and maintain his normal personality and intelligence while in the form of the Hulk. This time, however, Betty Ross was upset because she wanted Banner to be rid of the Hulk, not to be in control of him. When Betty learned that General Ross conspired with Modok to kill the Hulk, she accused her father of treason. Realizing she was right, General Ross nearly committed suicide and then disappeared.

The Hulk disappeared from Earth for an extended period, and Betty Ross became the lover of a man named Ramon. Upon learning that the Hulk had been sighted on Earth again, Betty left Ramon and returned to Gamma Base, where the Hulk was subjected to a process that split him and Banner into separate entities. Believing himself cured, Banner proposed to Betty, and she accepted. General Ross appeared at the wedding, armed with a gun and demanding that the marriage not take place. Courageously, Betty confronted her father, accused him of tyrannizing her throughout her life, and cowed him into surrendering the gun to her. Then, finally, Bruce Banner and Betty Ross were pronounced to be man and wife.

However, Bruce Banner began dying as a result of being physically separated from his other self. The Hulk, Banner, and the Hulk secretly merged together once more. Betty knew that Banner was again the Hulk.

General Ross died before his daughter's eyes when he sacrificed his life to destroy an unnamed mutant that nearly killed both herself and her husband.

Betty was disheartened on learning that Banner had sometimes consciously triggered his transformations in the past and was even now willing to become the Hulk in order to deal with certain menaces. She left Banner and returned to Ramon, but then changed her mind and abandoned Ramon as well. She was then captured by the Leader, who set her free after learning she was pregnant with Bruce Banner's child. She was reunited with Bruce Banner, but soon afterward, the Hulk seemingly perished in a tremendous explosion. So far Betty remains unaware that the Hulk is still alive.

Height: 5'6" **Weight:** 110 lbs.
Eyes: Blue (as the Harpy, green)
Hair: Brown (for a time dyed blond; as the Harpy, green)
Strength level: Betty Ross Banner possesses the normal human strength of a woman of her age, height, and build who engages in moderate regular exercise. As the Harpy she possessed superhuman strength, the exact extent of which is unknown.
Known superhuman powers: None
Former superhuman powers: As the Harpy, Betty Ross had a body whose upper half resembled her normal one, except that it was green, and whose lower half resembled that of an enormous bird. She had large wings enabling her to fly, and could project concussive energy blasts from her hands that were powerful enough to harm the Hulk.



BATTLESTAR

Real name: Lerner Hoskins

Occupation: Former wrestler, former employee of the Super-Patriot, former federal government operative

Identity: Known to the Commission on Superhuman Activities

Legal status: Citizen of the United States with no known criminal record

Other aliases: Bucky, one of the "Buckies" ("Bold Urban Commandos")

Place of birth: Chicago, Illinois

Marital status: Single

Known relatives: None

Group affiliation: Former member of the Buckies, later partner of Captain America V and operative of the Commission on Superhuman Activities

Base of operations: Chicago, Illinois

First appearance: (as one of the Buckies) CAPTAIN AMERICA #323, (as Bucky) CAPTAIN AMERICA #334, (as Battlestar) CAPTAIN AMERICA #341

History: Lerner Hoskins was once a wrestler who had been given superhuman strength through a treatment administered by the Power Broker (see *Power Broker, Inc.*). Hoskins became one of the Bold Urban Commandos, or "Buckies," who wore variations on Captain America's costume and claimed to be supporters of Captain America's rival, John Walker, the Super-Patriot (see *Captain America, U.S. Agent*). The Buckies pretended to attack the Super-Patriot at a Central Park rally as a public relations stunt. The Buckies also conducted a campaign of intimidation and even physical attacks against foreigners as part of an anti-terrorist campaign. (No evidence has been recorded that the Buckies' targets were in fact guilty of terrorist activity.)

The federal Commission on Superhuman Activities eventually selected Walker to replace Steve Rogers in the role of Captain America (see *U.S. Agent, Commission*). Rogers had quit the role rather than serve directly under government supervision. The new Captain America, Walker, agreed to take orders from the Commission. Walker asked to be allowed to continue to work with the Buckies, but the Commission approved only of Hoskins. In the 1940s the original Captain America had a young partner known as Bucky. Thus, Hoskins became the fourth person to take the costumed identity of Bucky.

Hoskins and Walker underwent a rigorous program of training under the supervision of Commission member Dr. Valerie Cooper (see *Cooper, Dr. Valerie*). In their new costumed identities, Hoskins and Walker went on missions for the Commission under the direction of Commission member Adrian Samhesh.

Another black man convinced Hoskins that using the identity of Bucky was demeaning inasmuch as, first, the original Bucky was a boy subordinate to the original Captain America, and, second, "buck" was an offensive term applied to blacks in some parts of the country. As a result, Hoskins took on the new costumed identity of Battlestar.

Following the return of Steve Rogers as Captain America, Battlestar left federal employ to return to his native Chicago.

Height: 6' 6"

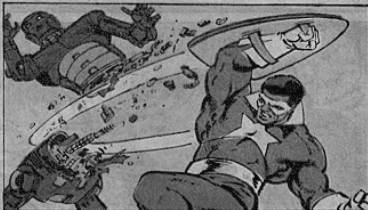
Eyes: Brown

Strength level: Due to the Power Broker's treatment, Battlestar possesses superhuman strength enabling him to lift (press) roughly ten tons.

Known superhuman powers: Battlestars' only superhuman powers are the superhuman strength and stamina given him by the Power Broker's treatment.

Other abilities: Battlestar has received rigorous training in hand-to-hand combat, gymnastics, and acrobatics.

Weapons: Battlestar carries a nearly indestructible Adamantium shield (see *Adamantium*).



BEYONDERS

The **Beyonders** are a race of immensely powerful entities who exist in a dimension other than that of Earth. No one from anywhere within Earth's dimension has ever seen one or more of the **Beyonders**, and apparently no one ever will. The **Beyonders** are so different in nature from the known beings of Earth's dimension that it is beyond the scope of human comprehension to understand what kind of entities the **Beyonders** are. It is known that the **Beyonders** are not "beings" in the sense that that term is used to describe the known living beings in the Earth dimension. The **Beyonders** apparently do not experience time as a chronological progression, as the known living beings of Earth's dimension do. The limits of the **Beyonders'** powers are unknown. However, their nature is so alien that they are unable to leave their own dimension. Hence, in their dealings with the Earth dimension, they must operate through agents. It is known that the **Beyonders** are dedicated to the desire for change.

Having become aware of the universe containing the Earth and of the Earth itself, the **Beyonders** intended to study the process of evolution (a form of change) on that planet. Therefore, the **Beyonders** contacted an extraterrestrial race of the Earth dimension known as the **Nuwalli** through an unusual artifact (see *Appendix: Nuwalli*). Having made no notable accomplishments of their own, the **Nuwalli** were said to be distinguished solely for their ability to follow orders. The **Beyonders** offered to pay the **Nuwalli** gold (which the **Nuwalli**, like Earth people, consider highly valuable) if they would create a game preserve on Earth stocked with fauna and flora from different periods in Earth's history, ranging from the Triassic (the first part of the Mesozoic Era, the so-called Age of Dinosaurs) into the then present. Hence the **Nuwalli** created the **Savage Land**, a tropical area circled by volcanoes within Antarctica (see *Savage Land*). In the **Savage Land**, dinosaurs and other life forms from the entire span of the Mesozoic Era have co-existed with the various life forms that evolved in the later Cenozoic Era, the Age of Mammals, and even with human beings, right into the present day. For tens of thousands of years, the **Nuwalli** stocked the **Savage Land** with fauna and flora and watched over it.

At some point, the **Nuwalli's** contact with the **Beyonders** came to an end. The **Beyonders** continued to study evolution as demonstrated by the living beings of the **Savage Land**.

Thousands of years after the **Nuwalli's** relationship with **Beyonders** ended, the **Beyonders** used the knowledge of evolution they had gained to create the alien race called the **Fortisquians** (see *Appendix: Fortisquians*). The **Beyonders** used the **Fortisquians** to observe the progress of sentient races on many worlds in the Earth dimension. At regular intervals each world under observation would be studied by a **Fortisquian** observer who approached the planet in a starship camouflaged as a comet (see *Max*). Having been created by the **Beyonders**, the **Fortisquians'** minds are somewhat alien to this cosmos. Hence, only exceptional **Fortisquians** can avoid going insane when surrounded by large numbers of non-**Fortisquian** beings. Through the **Fortisquians'** observations, the **Beyonders** learned about interactions within societies of sentient beings in this universe. The **Beyonders** learned that all sentient beings are driven by desire to possess what they do not have.

Favorably disposed toward this universe, the **Beyonders** gave its sentient beings the opportunity to control and advance their own development. The **Beyonders** provided this opportunity by making possible the creation of **Cosmic Cubes** (see *Appendix: Cosmic Cube*). A **Cosmic Cube** is a cube-shaped matrix that holds vast energies that are responsive to the wishes of a sentient being. A sentient being can use a **Cosmic Cube** to manifest his thoughts as reality, and thus to accomplish virtually anything he or she desires. Sentient beings can

create a **Cosmic Cube** by generating a particular kind of force field which opens a rift into another dimension. A force will slip through the rift which can be collected within a matrix, which the force then shapes into a perfect cube. This force provides the power of the **Cosmic Cube** that has thus been created. Eventually, a **Cosmic Cube** will evolve and develop its own sentience, which is influenced by the minds of the sentient beings which have wielded it. A **Cosmic Cube** created by the sentient race of **Skrulls** eventually evolved into the being called the **Shaper of Worlds** (see *Shaper of Worlds*). Another **Cosmic Cube** created on Earth by the scientists of the **Advanced Idea Mechanics (A.I.M.)**, has recently evolved into the still-maturing entity called **Kubik** (see *A.I.M., Kubik*).

A nuclear accident triggered by laboratory worker **Owen Reece** had two effects. It opened a rift into the dimension from which the energy that powers **Cosmic Cubes** comes. But there was no matrix waiting to collect the force that now could enter the Earth dimension through this rift. Some of this force transformed **Reece** into the superhuman **Molecule Man**, who was increasingly compelled by the nature of the force to curb the use of his own newfound superhuman power (see *Molecule Man*). The rest of the released energy began developing its own sentience and started to observe Earth and its dimension. It is this sentient force that eventually named itself the **Beyonder**, after its unconscious awareness of its true creation (see *Deeper Than Deeper*).

The **Beyonders** later employed an alien named **Sphinxor** and other aliens called the **Prime Movers** to take possession of **Counter-Earth**, a relatively miniature duplicate of the Earth, complete with its inhabitants, that had been created by the **High Evolutionary**, an Earthman who had evolved himself into a superhuman being (see *High Evolutionary: Appendix: Counter-Earth*). Learning of the **Beyonders** from **Sphinxor**, the **High Evolutionary** acceded to their taking possession of **Counter-Earth** and accompanied **Sphinxor** on his mission to bring it to them. Exactly what happened thereafter is unclear. **Counter-Earth** was apparently somehow displayed in the **Beyonders'** equivalent of a museum, and the **High Evolutionary** went temporarily insane. Apparently the **High Evolutionary** visited the **Beyonders'** own dimension if he was in their "museum." Possibly his insanity was the result of an inability to comprehend the **Beyonders'** dimension.

The entity that was released by **Reece's** accident and called itself the **Beyonder** eventually entered Earth's dimension and arranged a "secret war" between champions from Earth and their criminal adversaries as a means of studying the nature of desire. Later, the **Beyonder** went to Earth himself, where he assumed human form, and became a menace seeking to destroy the planet. Seemingly killed by the **Molecule Man**, the **Beyonder** instead journeyed as pure energy into another dimension, where he created his own universe.

In Antarctica at the site of the **Savage Land**, members of the **Fantastic Four** discovered a **Nuwalli** inscription of the word "Beyonder" (see *Fantastic Four*). In the course of their investigation, three members of the **Fantastic Four**, joined by their adversary, **Doctor Doom**, traveled to the universe created by the **Beyonder** (see *Doctor Doom*). The **Molecule Man**, the **Shaper of Worlds**, and **Kubik** also traveled there. The **Shaper** explained to the Earth people and the **Beyonder** about the true **Beyonders'** involvement with the Earth dimension. The so-called **Beyonder** learned that he was in actuality not the omnipotent being he believed himself to be, but an immature **Cosmic Cube** that had not been contained within a proper matrix. The **Beyonder** merged with the **Molecule Man** in order to become a true **Cosmic Cube**, and the universe created by the **Beyonder** ceased to exist. This new **Cosmic Cube's** present whereabouts are unknown. **First appearance:** (first mention of the **Beyonders**) **MARVEL TWO-IN-ONE #63**

BIRD-BRAIN

Real name: Bird-Brain

Occupation: Inapplicable

Identity: Publicly known, though he is not generally known to be an intelligent being.

Legal status: None

Other aliases: Bird Boy

Place of birth: Paradise, an island in the North Atlantic

Marital status: Single

Known relatives: None

Group affiliation: Ani-Mates, New Mutants

Base of operations: Paradise, an island in the North Atlantic

First appearance: (first mentioned) NEW MUTANTS #55, (first seen) NEW MUTANTS #56

History: Bird-Brain is one of the Ani-Mates, half-human, half-animal-like creatures created through genetic engineering by Dr. Frederick Animus, the geneticist who calls himself the Ani-Mator (see *Ani-Mator*, Appendix: *Ani-Mates*). Animus's base was on an otherwise deserted North Atlantic island that he called "Paradise." It was here that he created Bird-Brain.

Although Bird-Brain and the other Ani-Mates were sentient beings with human-level intelligence, Animus treated them as mere animals and intended them to serve humanity as slaves.

In order to determine which of his Ani-Mates were the fittest at survival, Animus would test them by sending them into a dangerous maze in which many of them would perish. Fearing the test, Bird-Brain used his ability to fly to flee the Ani-Mator's island. Bird-Brain was rescued from an ice floe in the North Atlantic and was placed in quarantine on Governor's Island near New York City in preparation for being sent to a research laboratory.

After Bird-Brain escaped from confinement, he was sought by both the New Mutants and their rivals, the Hellions (see *Hellions*, *New Mutants*). The New Mutants took Bird-Brain into their care, gave him his name, and even made him a member of their group.

Bird-Brain insisted on returning to Dr. Animus's island in order to help other Ani-Mates who were in danger of dying in the maze. The New Mutants accompanied him there, but Bird-Brain and the New Mutants were all captured by the Ani-Mator. The New Mutants regained their freedom only to be recaptured by Animus's employer, Cameron Hodge, and members of his organization, the Right (see *Hodge*, *Cameron*, *Right*). Bird-Brain led other Ani-Mates in battling the Right and rescuing the New Mutants. After the Ani-Mator fatally shot Cypher, one of the New Mutants, Bird-Brain disarmed and defeated the murderer (see *Cypher*).

Another of the New Mutants, Magik, exiled Animus to the dimension she calls Limbo (see *Magik*, Appendix: *Limbo*). Freed of Dr. Animus's tyranny, Bird-Brain decided to remain on the island with his fellow Ani-Mates.

Height: 6'

Weight: 125 lbs.

Eyes: Red

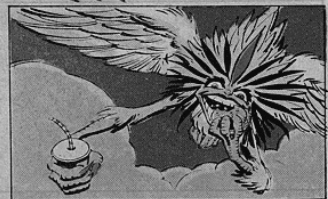
Hair: Inapplicable

Strength level: Apart from his wings, Bird-Brain possesses the normal human strength of a boy of his physical age, height, and build who engages in moderate regular exercise. His wings possess superhuman strength and can create enough lift to enable him to carry aloft at least 150 pounds in addition to his own weight.

Known superhuman powers: Bird-Brain can fly by means of his natural, fully feathered wings. Bird-Brain's entire anatomy is naturally adapted to flying. His bones are hollow like a bird's, making him weigh far less than is usual for a human boy of his height and build. His eyes are specially adapted to be able to withstand high speed winds which would hurt the average human eye. He possesses a special membrane in his respiratory system enabling him to extract oxygen from the air at high velocities and high altitudes.

Bird-Brain flies by flapping his wings as a bird does. His normal cruising speed averages around 65 miles per hour, though he is capable of diving swoops that reach up to 170 miles per hour. He can fly at 140 miles per hour without the help of a tail wind for up to half an hour at a time before tiring to an appreciable extent.

Bird-Brain cannot make a transatlantic flight under his own power. The limits on the amount of time he can fly nonstop under his own power are as yet unknown. The limits of the highest altitudes he can attain are also as yet unknown. ■



BLACK FOX

Real name: Unrevealed

Occupation: Professional jewel thief

Legal status: Citizenship unrevealed; has an international criminal record

Other aliases: None known

Place of birth: Unrevealed

Marital status: Unrevealed, allegedly married

Known relatives: Unnamed mother; the Black Fox also claims to have a wife and four children.

Group affiliation: None

Base of operations: Mobile

First appearance: AMAZING SPIDER-MAN #255

History: The Black Fox is a jewel thief who has had a long criminal career both in the United States and in Europe. Now elderly, the Black Fox seeks to commit one final and extremely profitable theft or series of thefts so that he can finance a luxurious retirement for himself on the French Riviera.

Unfortunately for the Black Fox, each of his several recent attempts at such a robbery have failed due to unforeseen turns of events that involve him with other costumed figures, especially the masked crimefighter Spider-Man (see *Spider-Man*). The Black Fox first crossed paths with Spider-Man after the Fox was captured by the Red Ghost, who then forced the Black Fox to commit robberies for him (see *Red Ghost*). Spider-Man confronted the Black Fox and got him to tell him about the Red Ghost's activities. Spider-Man let the Black Fox go, instead.

Later, still attempting to commit his last successful robberies, the Black-Fox found himself pursued by both Spider-Man and the firm of Silver Sable International (see *Silver Sable*). Feeling sorry for the Fox, Spider-Man again let him escape, but deprived him of his most recent ill-gotten gains.

Still later, the Black Fox's plans were again ruined when his fiancé, André Bouillon, was murdered by the costumed assassin Chance (see *Chance*). Months later, Spider-Man foiled the Black Fox's theft of a jeweled chalice, but again let him go free.

However, the Black Fox still persists in trying to commit the spectacular robbery of his dreams.

Height: 5' 9" **Weight:** 152 lbs.

Eyes: Brown **Hair:** White

Strength level: The Black Fox possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise. Hence, his strength is remarkable for an elderly man.

Known superhuman powers: None

Abilities: The Black Fox is a highly skilled trained athlete. Although due to his age he is no longer as proficient as he once was in his athletic skills, he is still astonishingly agile for an elderly man. He can still swing on lines from one rooftop to another and scale the side of buildings in the fashion of a human fly. He apparently has little skill at hand-to-hand combat.

Paraphernalia: The Black Fox carries a weapons pack which contains smoke grenades and flash grenades. The flash grenades can blind an opponent for several moments, long enough for the Black Fox to make an escape.

The Black Fox carries a length of strong rope for swinging from buildings. He uses a custom-made glass cutter for cutting through panes of glass. He employs a sophisticated electronic device that can neutralize most burglar detection devices.



BLADE

Real name: Unrevealed

Occupation: Former vampire hunter, now private investigator

Identity: Publicly known

Legal status: Citizenship unrevealed, no known criminal record

Other aliases: None known

Place of birth: Unrevealed

Marital status: Currently single

Known relatives: Mother (depicted but name unrevealed, deceased)

Group affiliation: Former leader of a band of vampire hunters, former ally of Quincy Harker, now a partner in the private investigation firm of King, Drake, and Blade

Base of operations: Formerly mobile, then London, England, now Boston, Massachusetts

First appearance: TOMB OF DRACULA (first series) #10

Origin: TOMB OF DRACULA (first series) #13, 30

History: When Blade's mother was painfully going through labor, about to give birth to him, her friends called for a doctor. In response, the vampire Deacon Frost arrived, posing as a normal doctor (see *Deceased: Vampires: Deacon Frost*). Frost bit Blade's mother, whose screams alerted her friends, who rushed into the room. Frost fled, and Blade's mother died giving birth to her son. Blade was raised by his mother's friends.

Determined from an early age to avenge his mother's death, Blade became a vampire hunter even before he reached adulthood. He became the leader of a small band of vampire hunters that included his friends Musenda (whose last name has not been revealed), Orji Jones, Azu M'Dammen, and Ogun Strong.

Blade first encountered the vampire lord Dracula in Japan after searching for him for months (see *Deceased: Dracula*). Blade lured Dracula into an ambush by his team of vampire hunters, in which Dracula was slain by a wooden knife created by Orji Jones. (It was this episode that inspired Blade to adopt wooden knives as his preferred weapons. Presumably Blade was already known for his skill with knives at this point, since he already bore the alias "Blade.") However, Dracula was soon resurrected by his servants and slew two members of Blade's band.

Blade continued his activities as a vampire hunter over the following years. It is not known when or why his own team of vampire hunters disbanded, or when he first encountered the great vampire hunter Quincy Harker (see *Deceased: Harker, Quincy*). In recent years Blade often fought alongside Harker's team of vampire hunters, which included Frank Drake and Rachel van Helsing (see *Drake, Frank*, *Deceased: Van Helsing, Rachel*). Together Blade and the vampire private detective Hannibal King tracked down and destroyed Deacon Frost (see *King, Hannibal*). Later, Blade, King, and Drake aided the sorcerer Doctor Stephen Strange in casting the spell that destroyed Dracula and all other vampires on Earth (see *Doctor Strange*).

Blade, King (who had been cured of vampirism), and Drake then established a private investigation firm in Boston, Massachusetts. As far as is known, Blade is still an active partner in this firm.

Height: 6' 2"

Weight: 180 lbs.

Eyes: Brown

Hair: Black

Strength level: Blade possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Known superhuman powers: Due to the fact that his mother was bitten by a vampire while giving birth to him, Blade was born with an enzyme in his bloodstream that came from the vampire's own blood. As a result, Blade is immune to the supernatural effects of vampire bites: a vampire's bite would cause him no more ill effects than a similar injury caused by other means. It is unclear whether or not Blade is immune to being hypnotized by a vampire through eye contact.

Other abilities: Blade is a master in the use of small blade weapons and can hurl knives with great accuracy. He is also a good hand-to-hand combatant.

Weapons: Blade's favorite weapons are small knives made of teakwood. He could slay a vampire by piercing his or her heart with a wooden blade.



BLIZZARD II

Real name: Donald "Donny" Gill
Occupation: Professional criminal, mercenary
Identity: Publicly known
Legal status: Citizen of the United States with a criminal record
Other aliases: None known
Place of birth: Unrevealed, presumably in the United States
Marital status: Unrevealed
Group affiliation: Former employee of Justin Hammer

Base of operations: Unrevealed
First appearance: IRON MAN #223
History: Very little has as yet been revealed about the past of Donny Gill, the second Blizzard. It is not known how he came to be employed by billionaire Justin Hammer or how Gill acquired a duplicate of the original Blizzard's battlesuit (see *Hammer, Justin*; *Deceased: Blizzard*). Possibly Gill was an accomplice of the first Blizzard. Since Hammer financed the first Blizzard's reconstruction of his battlesuit on at least one occasion, it is also possible that Hammer owns Gill's battlesuit and allows Gill to wear it in his service.

The second Blizzard accompanied two other Hammer employees, the Beetle and Blacklash, on a mission to assassinate Clayton Wilson, the costumed criminal known as Force, who had recently quit working for Hammer (see *Beetle*; *Blacklash*; *Force*). Their attempt was thwarted by James Rhodes, an associate of the original Iron Man (see *Iron Man I*; *Rhodes, James*). The three Hammer mercenaries tried once again to kill Wilson but were defeated by Iron Man, Rhodes, and Force himself. The Beetle and Blacklash escaped, but the second Blizzard was taken into police custody.

Later, Iron Man teamed up with the Blizzard and other criminals in battling the Ghost (see *Ghost*).

Iron Man then convinced the Blizzard to leave Hammer's employ. As Tony Stark, he then began trying to give Gill guidance for his future.

Height: 5' 9" **Eyes:** Brown
Weight: 152 lbs. **Hair:** Brown
Strength level: The second Blizzard possesses the normal human strength of a man of his age, height, and build who engages in moderate regular exercise.

Known superhuman powers: None

Weapons: The Blizzard wears a battlesuit containing microcircuited cryogenic units (micro-cryostats) that enable him to project an intense cold through the ducts that encircle his gloves. With the freezing units at full capacity, the Blizzard can lower the temperature of a twenty-by-twenty foot room from 68 degrees Fahrenheit to 32 degrees Fahrenheit in thirty seconds. Also integrated into the lining of his sleeves is a system of flexible tubing that carries water to miniature electric turbines in his gloves. By emitting the water as a mist and focusing it with his micro-cryostat unit, he can create snow flurries. By emitting it as a spray, he can create sleet. By emitting it as a stream, he can create icicles. By concentrating both gloves' power on a single stream of water, he can create a super-dense ice dart, capable of being flung with enough force to dent half-inch thick steel. The water and cold ducts are capable of shooting a stream of snow with a maximum range of fifteen feet. The Blizzard can encase people within ice, create an ice-slide beneath himself, or create a barricade of ice.

The Blizzard's battlesuit is fully insulated so that he is immune to the effects of his weaponry. He carries the electrical power unit for his microcircuitry on his back.



BLOODSCREAM

Real name: Unrevealed

Occupation: Enforcer

Identity: Secret

Legal status: Unrevealed

Other aliases: None known

Place of birth: Unrevealed

Known relatives: None

Group affiliation: Partner of Roughhouse,

employee of General Nguyen Ngoc Coy (see

Roughhouse, *Appendix: Coy*, *General*

Nguyen Ngoc). In aiding General Coy in his

attempt to unseat Tiger as the crimelord of

the island nation of Madripoor, Bloodscream

and Roughhouse first clashed with the mutant

adventurer Wolverine (see *Tyger*, *Wolverine*,

Appendix: Madripoor). Bloodscream and

Roughhouse remain adversaries of Wolverine

to this day.

Height: 6' 5"

Weight: Unrevealed

Eyes: Unrevealed

Hair: Grey

Strength level: Bloodscream apparently

possesses superhuman strength, but its

exact level is as yet unknown.

Known superhuman powers: Besides his

superhuman strength, Bloodscream has a

rapid healing ability comparable to that of

Wolverine. Bloodscream claims that he can-

not be killed by any metal weapon forged

by a mortal being.

Bloodscream has certain vampire-like

abilities, but he is not a true vampire. He can

cause a victim to begin bleeding profusely

merely by touching him or her. He can

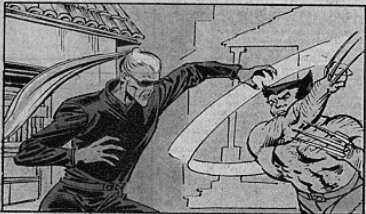
mentally control any victim he causes to

bleed in this way. Bloodscream can also kill

a normal human being simply by touching

him or her.

■



BOOM BOOM

Real name: Tabitha (last name unrevealed)

Occupation: Adventurer

Identity: Secret

Legal status: Citizen of the United States with no criminal record, still a minor

Other aliases: Time Bomb

Place of birth: Roanoke, Virginia

Marital status: Single

Known relatives: Parents (depicted but names unrevealed)

Group affiliation: Former member of the Fallen Angels and X-Terminators, and member of the New Mutants

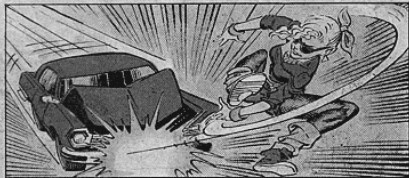
Base of operations: Formerly the Beat Street Club, New York City; now X-Factor headquarters, New York City

First appearance and origin: SECRET WARS II #5

History: A thirteen-year-old girl named Tabitha, nicknamed "Boom Boom," had not gotten along with her parents for most of her life. Tabitha's superhuman mutant power to create balls of explosive concussive energy, which she calls her "time bombs," emerged when she was thirteen, and when her parents discovered them, they were appalled. Resentful towards her father, Boom Boom put a small explosive ball of energy in his lasagna. In retaliation, her father beat her severely. Apparently, Boom Boom's father also beat her on other occasions after he discovered her mutant powers. Somehow learning there was a school for mutants in New York's Westchester County (which was in fact, Professor Charles Xavier's School for Gifted Youngsters, headquarters for the X-Men and the New Mutants), Boom Boom started journeying there by train (see *New Mutants*, *Professor X*, *X-Men*, *X-Men Headquarters*). She decided to give herself the alias "Time Bomb."

Near Washington, D.C., the train was wrecked on a whim by the cosmic entity calling itself the Beyonder (see *Deceased: Beyonder*). Thinking he was a mutant, Boom Boom accompanied him. The Beyonder abandoned her, but then returned and took her to Xavier's school. There the X-Men and New Mutants attacked the Beyonder, who escaped. Boom Boom, frightened and bewildered by witnessing the attack, left, but was later found by the Beyonder, who brought her to a distant planet that he called "World Complex Headquarters" of the alien Celestials (see *Celestials*). There, threatening to destroy the universe, the Beyonder fought and seemingly defeated a number of Celestials. (However, that planet was not truly the Celestials' headquarters, and the Celestials allowed the Beyonder to "defeat" them, presumably in order to observe him in action.) Terrified, Boom Boom demanded that the Beyonder transport her back to Earth and leave her, and the Beyonder complied. Back on Earth, Boom Boom alerted the Avengers about the Beyonder (see *Avengers*). Summoning the Beyonder, Boom Boom thereby led him into an ambush by the Avengers and other costumed champions. The Beyonder, who had regarded Boom Boom as his only friend, allowed the Avengers and their allies to defeat him, but then left. Boom Boom left during the battle.

She eventually encountered the mutant criminal known as the Vanisher, who made her a member of his gang of thieves, and taught her how to steal (see *Vanisher*). Believing that the Vanisher was treating her badly, Boom Boom alerted X-Factor, whom she believed to be a group of mutant hunters, about him (See *X-Factor*). But when two members of X-Factor arrived, who were actually the Beast and Iceman, Boom



Boom changed her mind about turning in the Vanisher and used her "time bomb" power on the Iceman as a prank (see *Beast, Iceman*). The Beast and Iceman pursued her and caught up to her in their costumed identities. She agreed to leave the Vanisher's gang and live at X-Factor headquarters instead.

Later, after Boom Boom set off another of her "time bombs" in the X-Factor laboratory as a prank, the Iceman pursued her through the headquarters. Another member of the Vanisher's gang, Ariel, used her powers to enable Boom Boom to escape X-Factor headquarters (see *Ariel*). Thereafter, Boom Boom stayed for a time with the Vanisher and his group, who were known as the Fallen Angels (see *Fallen Angels*). After an adventure on another planet with the Fallen Angels, Boom Boom returned to X-Factor

headquarters only to be captured by the anti-mutant organization called the Right (see *Right*). Boom Boom and other mutants associated with X-Factor regained their freedom, however, and recently, she and her fellow X-Factor trainees went into action as the team called the X-Terminators (see *X-Terminators*). Currently, Boom Boom is a member of the New Mutants.

Height: 5' 5"

Eyes: Blue

Strength level: Boom Boom possesses the normal human strength of a girl of her age,

height, and build who engages in moderate regular exercise.

Known superhuman powers: Boom Boom can create balls of energy of an unknown kind which she calls her "time bombs." These "bombs" explode with concussive force. She can produce marble-sized

Weight: 120 lbs.

Hair: Blond

"bombs" which have little concussive impact and which she uses for playing pranks. She has produced "time bombs" ranging up to the size of beach balls, which, when they explode, can smash tree trunks and even metal objects. To at least some extent Boom Boom can control the amount of time between the creation of one of her "bombs" and the time it detonates. She can also mentally muffle the sound of the detonation to a limited extent. The limits on her power to create and control her "time bombs" are as yet unknown.

Other abilities: Boom Boom is an excellent player of video games.



BOX IV

Real name: Madison Jeffries

Occupation: Adventurer, machinist, former soldier and mechanic

Identity: Known to the Canadian government

Legal status: Citizen of Canada with no known criminal record

Other aliases: None known

Place of birth: Unrevealed, but somewhere in Canada

Marital status: Single

Known relatives: Lionel (brother, deceased)

Group affiliation: Alpha Flight, former member of Beta and Gamma Flight

Base of operations: Formerly Alpha Flight headquarters, Tamarind Island, British Columbia, Canada

First appearance: ALPHA FLIGHT #10

Origin: ALPHA FLIGHT #47

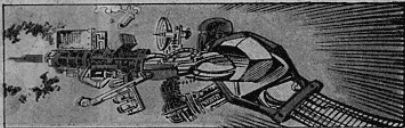
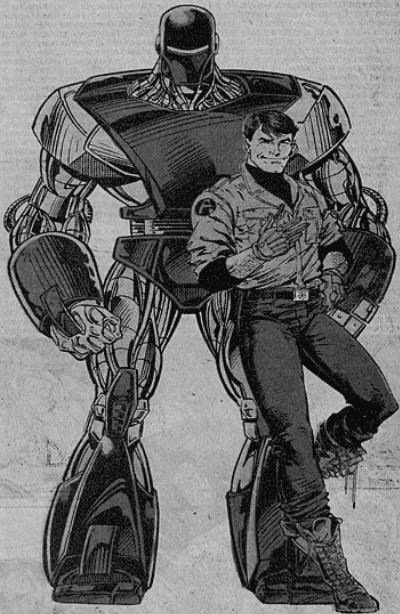
History: Madison Jeffries and his brother Lionel were Canadians with psionic transmutative powers. Madison's powers enabled him to manipulate metal psionically whereas Lionel could psionically alter and manipulate organic substances. Madison hated his powers for making him different from other people, although they aided him in becoming a highly skilled mechanic and builder of machinery. Lionel, on the other hand, accepted his own powers and used them in his work as a noted surgeon.

Like many other Canadians, Lionel and Madison Jeffries enlisted in the United States Army during the Vietnam War. Madison, who became a mechanic first class in the army, enlisted in an attempt to forget about his power, but Lionel, who became an army medic, hoped to use his powers to heal those injured in war.

The Jeffries brothers were serving in the same squad on a mission when most of the squad were killed in an explosion. The blast scattered the parts of the soldiers' corpses. Horrified, Lionel Jeffries desperately tried to use his powers to rejoin the pieces of the dead bodies and bring the soldiers back to life. But such a feat lay beyond the scope of his powers, and the frustrated Lionel's sanity snapped. Madison used his power to manipulate metal to create bonds to restrain his now insane brother. Lionel's sanity did not return, and he became the menace known as Scramble, the Mixed-Up Man (see Appendix: Scramble). Eventually Madison had Scramble confined to a padded cell in Montreal General Hospital. To prevent Scramble from using his powers, he was placed in a special helmet and a straitjacket, fed intravenously, and denied any human contact.

But Madison Jeffries also had psychological problems and ended up in an institution called the Clinic for Socially Maladjusted Super-Beings. The doctors there tried to persuade Jeffries to overcome his feelings of alienation from the rest of humanity due to his powers. It was in this institution that Jeffries first met another patient in the clinic, inventor Roger Bochs, a paraplegic who blamed the world for the loss of his legs. Jeffries and Bochs became friends, and together resisted the doctors' efforts to help them resolve their psychological problems.

James MacDonald Hudson, founder of Alpha Flight, learned of Madison Jeffries and Roger Bochs and persuaded them to join Gamma Flight, the first level training program for candidates for entering Alpha Flight, Canada's official team of superhero operatives (see *Alpha Flight, Deceased: Guardian*). Although Jeffries hated his powers, he, like Bochs, greatly re-



spected Hudson. Jeffries and Bochs both graduated into the second level training program, Beta Flight.

Beta and Gamma Flight were disbanded when the Canadian government closed down its secret "Department H" under which Alpha Flight and its training teams were run. Jeffries, Roger Bochs, who became the adventurer called Box, and Marina were the sole trainees who did not turn criminal (see Box, Marina). Other members of Gamma Flight eventually joined the criminal organization Omega Flight, headed by Hudson's enemy, Jerome "Jerry" Jaxon (see Omega Flight).

Bochs, a brilliant engineer and mechanic who had no legs, had invented a large humanoid robot, which he called "Box" in a pun on his name. James MacDonald Hudson had helped Bochs perfect Box and had recruited him into Gamma Flight. Bochs had graduated into the next training level, Beta Flight, when the Canadian government disbanded Department H. Bochs went to live an ordinary life in Saskatchewan. Alpha Flight continued to operate, although independently of the Canadian government.

Sometime later, Bochs was recruited by Delphine Courtney, the robotic assistant to Jerome Jaxon, to join Omega Flight. Having discovered that Hudson was Alpha Flight's costumed leader, Guardian, Jaxon organized Omega Flight for the purpose of destroying both Hudson and Alpha Flight. Bochs, who was loyal to Hudson, joined Omega Flight intending to sabotage it from within. Jaxon realized Bochs' intentions and seized control of Box himself. Controlling Box through Bochs' helmet, Jaxon sent the robot into battle against Guardian. Guardian

destroyed the robot with an electronic blast from his own power pack, causing feedback that killed Jaxon. However, Guardian's power pack then blew up, killing Hudson.

Six weeks later, Bochs met with Madison Jeffries. Bochs felt responsible for Hudson's death since it had been brought about through Jaxon's use of the Box robot. Bochs was determined to track down Jaxon (who he did not realize was dead) and Delphine Courtney and bring them to justice for Hudson's death. Together Bochs and Jeffries created a new, bigger, and stronger Box, which Bochs could control from inside by "phasing" into the robot's body, or "armor."

Madison Jeffries was present when Alpha Flight had its showdown with Courtney, who was wearing a duplicate of Guardian's battlesuit, and the rest of Omega Flight. Jeffries used his psionic powers to destroy Courtney, thereby avenging Hudson's death.

Destroying Courtney made Jeffries realize that he could use his power for higher purposes than simply being a mechanic, and he joined Alpha Flight as its resident machinesmith. Working together, he and Bochs repaired Courtney's battlesuit, which is now worn by Hudson's wife Heather in her role as Alpha Flight's leader, Vindicator (see Vindicator). When Heather Hudson accidentally freed Scramble, Madison Jeffries seemingly succeeded in inducing Lionel to use his own powers to restore his sanity.

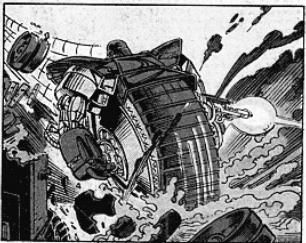
After suffering from the bonds in the course of a mission with Alpha Flight, Bochs could not leave the Box armored body without serious risk to his life. In despair at the idea that he might be trapped within the robot forever, especially considering he was in love with his fellow Alpha Flight member

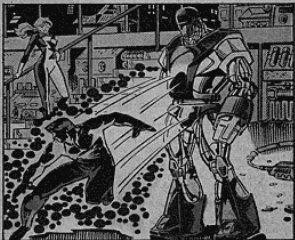
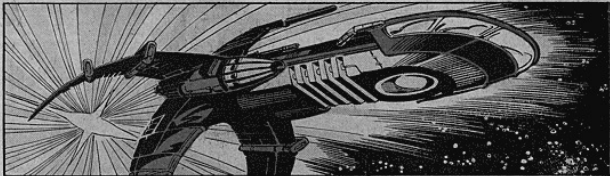
Aurora, Bochs went wild aboard the Alpha Flight Omnitri (see Aurora). Madison Jeffries restrained Bochs by using his powers to alter his robotic body.

Alpha Flight brought Bochs to Lionel Jeffries, who, although no longer licensed to practice medicine, had established a clinic (the New Life Clinic in Vancouver, British Columbia) and secret research laboratory, both financed by an unidentified benefactor. Lionel Jeffries used his powers to separate Bochs from the Box armor safely and to cure him of the bonds. Then Lionel Jeffries used his powers to give Bochs a new pair of legs, secretly utilizing flesh from corpses to do so.

The disembodied spirit of an Alpha Flight member whose physical body had been killed, Walter Langkowski, the original Sasquatch, transferred itself into the Box robot in order to battle Alpha Flight's enemy Pestilence, which had taken possession of the former body of another Alpha Flight member, Snowbird. (Appendix: Pestilence). Pestilence was defeated by Alpha Flight, and Langkowski took over Snowbird's body, which now can take the form of Sasquatch. Aurora was overjoyed that Langkowski, her former lover, had returned. She told Bochs that he had merely served as a "distraction" for her after Langkowski's physical death.

Again maddened by despair, Bochs turned against Alpha Flight. To stop Bochs' rampage, Madison Jeffries used his powers over metal to force Bochs out of the Box robot and to enter into it himself. (Previously, only someone with Bochs' genetic structure could phase inside the Box armor, but Jeffries had secretly modified Box so that he could enter it as well as Bochs.) Bochs felt





betrayed. Moreover, his new legs were quickly withering away.

Lionel Jeffries was still insane and had plans for Bochs. Bochs agreed to merge with Lionel Jeffries into a new being who would combine Jeffries' transmutative powers with Bochs' inventor's imagination for new shapes into which to transform. This composite creature, called Omega, dominated by Lionel Jeffries' mind, baffled Madison Jeffries, who was now inside the Box armor, and the rest of Alpha Flight. Jeffries had used his powers to alter the design of the Box armor. Horrified by what was happening, Bochs' own mind reassessed itself, but Lionel Jeffries used his own powers to lobotomize Bochs' psychically, removing Bochs' capacity for independent thought and retaining only his faculty for invention. A new Alpha Flight trainee, the Purple Girl, used her power to control minds to put Omega under her influence (see *Purple Girl*). However, she was unable to cause Omega to restore Bochs' mind, for it was beyond repair. Madison Jeffries transformed part of Box into a cannon, with which he destroyed Omega. With Omega's death, both Bochs and Lionel Jeffries died as well.

Madison Jeffries remains a member of Alpha Flight, utilizing the Box armor to become an active participant in their battles. There has been a growing romance between him and the team's leader, Heather Hudson.

Height: 6' 1" (in Box, 10')
Weight: 195 lbs. (in Box, 520 lbs.)
Eyes: Blue
Hair: Black

Strength level: When not inside the Box robotic body, Madison Jeffries possesses the normal human strength of a man of his age, height and build who engages in moderate regular exercise. The Box robot possesses superhuman strength and at its normal size can lift (press) roughly 85 tons. Jeffries can cause the Box robot to grow to enormous size, thereby increasing its strength. The uppermost limit of Box's strength is unknown.

Known superhuman powers: Madison Jeffries possesses psionic powers that can affect metal, plastic, and glass. He can psionically levitate objects made of any of these three substances. Jeffries can psionically rearrange parts of machinery into various forms, and he is particularly skilled at psionically restructuring machinery into duplicating the form and functions of parts of the human body. Jeffries can also psionically manipulate metal on the atomic and molecular levels. Madison could psychically sense the presence of his brother, Lionel.

The origin of the superhuman powers of the Jeffries brothers is unknown. Presumably they are mutants.

Other abilities: Madison Jeffries is a highly skilled mechanic and builder of machinery.

Jeffries received training in hand-to-hand combat and the use of firearms in the United States Army.

Weapons and paraphernalia: Through an act of will, Madison Jeffries can phase into the humanoid robotic body called Box in order to control it from within. The Box robotic body is principally composed of a "living metal," whose exact nature has not been

revealed. Jeffries mentally controls Box from within its body, and he can perceive what- ever its sensors perceive. Although Jeffries cannot actually feel physical pain while within Box, his psychic link with Box is so strong that he can feel psychic pain if enough force is inflicted upon Box.

The Box robot has vast superhuman strength and is highly resistant to physical damage. Powerful jets in the soles of its feet enable the robot to fly.

Box also contains many different devices to fill various functions. In fact, Jeffries can use its psionic powers to create new equipment for Box, or to modify existing devices within Box, or to alter Box's shape, in any way that he can conceive that is physically possible. For example, he has caused part of Box's body to become a cannon. When Box flies, he causes its arms to become wings and a rudder to appear on its feet. He has caused a drill to emerge from Box's feet.

Jeffries can also psionically add metal from outside sources to Box's body, causing it to grow enormously in size. There is no known limit to the size to which Box can thus grow.

BULLET

Real name: Unrevealed
Occupation: United States government agent for covert activities
Identity: Secret, known to the United States government

Legal status: Citizen of the United States with no known criminal record

Other aliases: Agent Bullet

Place of birth: Unrevealed

Marital status: Presumably married (at least at one time)

Known relatives: Lance (son)

Group affiliation: An unidentified agency of the United States government

Base of operations: Unrevealed; his son Lance lives in Hell's Kitchen, New York City

First appearance: DAREDEVIL #250

History: Bullet is an agent of the United States government who performs covert activities of an unrevealed nature and who has the highest level security clearance such an agent can hold.

Recently, Bullet was assigned by a United States Army general on behalf of Wilson Fisk, the Kingpin of Crime, to participate in a scheme against the environmental protection organization, Save the Planet (see Kingpin). Bullet was to allow another man to bomb the organization's headquarters in terrorist fashion, and then to arrest the supposed terrorist himself. The saboteur would then be released through legal maneuvering.

However, Matthew Murdock, who is secretly the costumed crimefighter Daredevil, captured the saboteur - himself (see Daredevil). (Murdock was not in his costumed identity at the time.) Murdock then encountered Bullet, who said he would see to it that the saboteur went to jail. Through his superhuman senses Murdock realized that Bullet was lying, and Murdock and Bullet fought each other, but Murdock finally let Bullet take the saboteur into custody.

Soon afterward Bullet killed a man in toxic waste, framing the environmentalists for the murder. Murdock, as Daredevil, accused Bullet of committing the murder, and the two fought. (Bullet realized that Daredevil was the man who fought him previously, but does not know Daredevil's true identity.) When the police arrived at the scene, Bullet confessed to the murder, and was taken into custody, but after Bullet made a single phone call, all charges against him were dropped and he was released.

Since then, Bullet joined criminals recruited by the assassin Typhoid in an attack on Daredevil that nearly killed the crimefighter (see Typhoid).

Height: 6' 11"

Weight: 390 lbs.

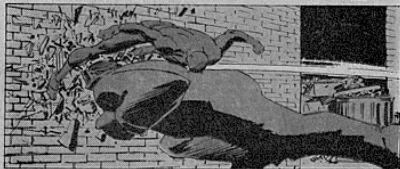
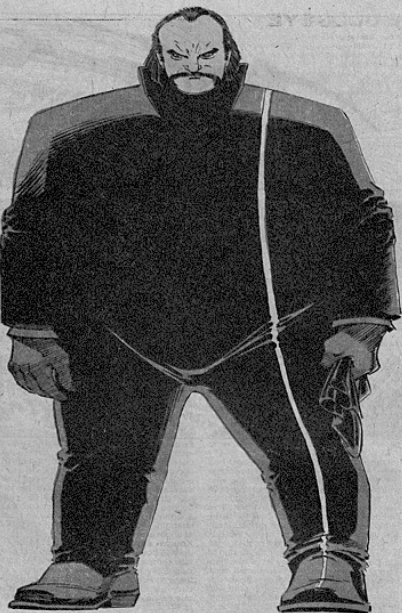
Eyes: Brown

Hair: Brown

Strength level: Bullet possesses superhuman strength that enables him to lift (press) roughly 1000 pounds.

Known superhuman powers: Bullet possesses superhuman strength. It is not as yet known how he gained his superhuman abilities. Also, he showed no ill effects after direct exposure to toxic chemical waste.

Other abilities: Bullet is a highly formidable hand-to-hand combatant.



BULLSEYE

Real name: Unrevealed

Occupation: Assassin, professional criminal, former mercenary

Identity: Publicly known

Legal status: Citizen of the United States with a criminal record

Other aliases: Benjamin Pondexter

Place of birth: Unrevealed

Marital status: Presumed single

Known relatives: None

Group affiliation: Former member of Eric Slaughter's gang and former employee of the Kingpin

Base of operations: New York City

First appearance and origin: DAREDEVIL #131

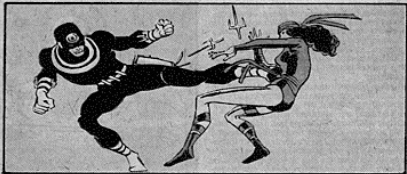
History: The man who became Bullseye had a perfect aim in throwing things. He had signed up as a major league baseball pitcher, but then became a soldier who derived sadistic pleasure from the killing of his enemies. One day, on patrol, he heard a guerrilla come up behind him. Spinning about, the future Bullseye tried to fire his gun only to discover it was empty. The guerrilla raised his gun, about to fire it, but the future Bullseye hurled his own rifle at him, apparently impaling his attacker on its bayonet blade. It was apparently this incident that inspired Bullseye to use his skill at throwing as a means of combat.

The future Bullseye became a mercenary in Africa, perfecting his use of weapons and mastering unusual ones he discovered there.

Eventually, as the costumed criminal called Bullseye, he launched a series of extortion attempts in New York City. He demanded that millionaire Arthur Hunnicutt pay him \$100,000, and when Hunnicutt refused, killed him by hurling a sharp pen into his neck. Bullseye had not intended to let Hunnicutt live even if he had paid him. Bullseye intended Hunnicutt's death to serve as an example to his future extortion victims so that they would pay him off. Seeking publicity to give himself a more fearsome image, Bullseye told *Daily Bugle* reporter Jake Conover about his past and publicly battled the costumed crimefighter Daredevil at Madison Square Garden during a circus performance (see *Daredevil*, *Daily Bugle*). Daredevil was unable to stop Bullseye there, but later defeated him when Bullseye attempted to kill another of his extortion victims.

Subsequently, Bullseye was hired by Maxwell Glenn, who was under the mental control of the Purple Man, to kill lawyers Matthew Murdock, who was secretly Daredevil, and Franklin "Foggy" Nelson (see *Nelson, Foggy, Deceased!*, *Purple Man*). Bullseye clashed with Daredevil again, but failed to kill him or to carry out his assignment. As a result, Bullseye lost his formidable reputation, at least in his own mind. Determined to win back his image of fearlessness, Bullseye took over a television studio and announced that he would kill the hostages he had taken unless Daredevil came to fight him. Daredevil accepted the challenge and defeated Bullseye on live television.

Later, Bullseye escaped from prison, became associated with Eric Slaughter's organization of assassins, and battled Daredevil once again, having taken captive Daredevil's former partner and lover, the Black Widow (see *Black Widow*). Daredevil defeated Bullseye once more, and Bullseye was returned to prison, only to go temporarily insane due to a brain tumor. He again escaped, but was once more captured by Daredevil and underwent treatment that re-



stored him to his usual level of sanity.

Bullseye made a daring escape from prison and went to see his former employer, Wilson Fisk, the Kingpin of Crime (see *Kingpin*). While Bullseye was last in prison, however, Fisk had replaced him with the ninja Elektra as his new principal assassin (see *Elektra*). Hoping to regain his post with the Kingpin, Bullseye tracked down, battled, and finally mortally wounded Elektra, who died in the arms of her former lover, Matthew Murdock. As Daredevil, Murdock fought Bullseye. During their battle, Bullseye ended up hanging onto Daredevil as the latter held onto a wire, suspending them both above a great height. Despite their precarious position, Bullseye again attacked Daredevil, who dropped him. The fall broke many of Bullseye's bones and shattered his spine, leaving him paralyzed.

Later, Bullseye was abducted to Japan by men in the employ of Kenji Dyma, alias Lord Dark Wind, a former Japanese pilot during World War II who decades ago had sought to create an army of invincible warriors by bonding the virtually indestructible metal Adamantium to their bones (see *Adamantium*, Appendix: Lord Dark Wind). However, the notes describing Lord Dark Wind's bonding process were stolen, and it took him decades to reinvent it.

Lord Dark Wind used his Adamantium bonding process to repair Bullseye's spine and his other broken bones. Lord Dark Wind intended that in return Bullseye would serve him, commit assassinations for him, train his soldiers in his combat skills. Once Bullseye was restored to full health, Lord Dark Wind directed him to return to New York City to assassinate the Japanese minister of trade, who was on a visit there.

Bullseye, though, had no intention of carrying out this assignment since he was not being paid for it. Instead, Bullseye went back to the Kingpin, seeking to resume his post as Fisk's principal assassin. The Kingpin told Bullseye to kill Daredevil, and if he succeeded, then they would discuss his future employment. Once again, Daredevil and Bullseye clashed, but Daredevil again proved triumphant, and Bullseye went back to prison.

Subsequent events in Bullseye's life have not yet been recorded.

Height: 6'

Weight: 185 lbs.

Eyes: Blue

Hair: Blond

Strength level: Bullseye possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Unusual physical features: Through unknown means, strips of Adamantium were fused to portions of Bullseye's skeleton. Adamantium is an artificial alloy developed by Dr. Myron MacLain and is the hardest metal known to science. It can be cut with a special subatomic particle beam; otherwise, to all intents and purposes, Adamantium is virtually indestructible. Hence, Bullseye's Adamantium-laced bones are virtually unbreakable. The presence of Adamantium in Bullseye's skeleton does not interfere with his bones' normal production of blood corpuscles.

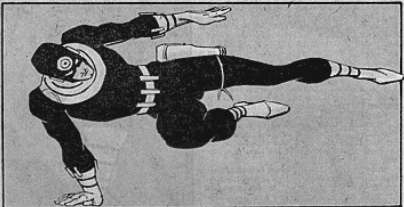
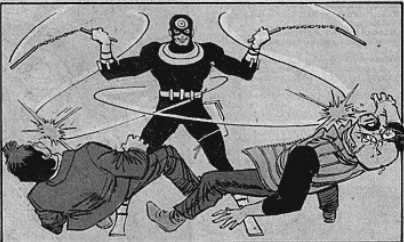
Known superhuman powers: At least for a brief time, Bullseye apparently could psychically sense the presence of Daredevil within a certain unknown range of himself.

Other abilities: Bullseye has trained himself to be an Olympic level athlete, weight lifter, and fighter. His innate ability to throw any projectile with great accuracy and dead-line borders on the uncanny. Bullseye knows every pressure point and vulnerable

spot on the human body and is able to turn virtually any object into a deadly weapon capable of incapacitating or killing an enemy. He is lethal when wielding objects that were intended to be weapons to begin with. His range of accuracy when wielding an object about the size and mass of a baseball is about a hundred feet. He can hurl, in the range of a major league baseball pitcher, an object at 105 miles per hour.

Weapons: As an assassin Bullseye has car-

ried an arsenal of weapons at one time or another, including guns, knives, whips, shurikens, darts, and sais. He has also carried plastic explosive charges in the compartments of his gloves. The list of common objects he has turned into weapons is numerous: pencils, pens, golf balls, vases, hairbrushes, paper airplanes, and even playing cards. ■



BUSHMAN

Real name: Raoul Bushman

Occupation: Former mercenary and terrorist, now general and president for life of Burunda

Identity: Publicly known

Legal status: Citizenship unrevealed, has an international criminal record

Other aliases: None known

Place of birth: Unrevealed

Martial status: Unrevealed

Known relatives: None

Group affiliation: Former leader of his own organization of mercenaries, terrorists, and criminals

Base of operations: Burunda

First appearance: MOON KNIGHT (first series) #1

History: Nothing is known of Raoul Bushman's past before he led a team of mercenary soldiers fighting rebel forces in the Sudan south of the Egyptian border. Bushman's second-in-command at this time was the American soldier of fortune Marc Spector. Appalled by Bushman's atrocities in battle, Spector resolved to leave his employer.

Learning that the archaeologist Dr. Peter Alraune, Sr. had discovered the tomb of the Pharaoh Seti III near the town of Selima, Bushman decided to attack the town and steal whatever treasures Alraune had found. Fearing that Bushman would melt down the artifacts he had unearthed for their gold, Alraune attempted to kill him. Spector stopped Dr. Alraune, but then was sickened when Bushman savagely murdered the archaeologist. Spector found Alraune's daughter Marlene and told her to get to safety (see *Alraune, Marlene*). Later, Spector angrily protested when Bushman had innocent civilians in Selima slaughtered. Bushman knocked Spector unconscious and left him in the desert to die.

Regaining consciousness, Spector wandered through the desert, finally by seeming chance, approaching Pharaoh Seti III's tomb. There Spector was found on the brink of death by some of Dr. Alraune's workers. They brought him into the tomb. Spector was suffering from such great heat exhaustion that his heart stopped, and one of the workers pronounced him dead. While Marlene Alraune watched over him, Spector revived. He attributed his seeming resurrection to the Egyptian moon god Khonshu, whose statue stood nearby (see *Khonshu*). Spector draped himself in a cloak he took from the statue and declared himself the moon's knight of vengeance. In this new guise Spector defeated Bushman's forces.

Spector and Marlene Alraune returned to America, where he became the costumed crimefighter Moon Knight and they became lovers (see *Moon Knight*). Moon Knight later battled Bushman in America, defeating him both times.

Since then, Bushman has become a general and president for life of the African country of Burunda. He has recently clashed with Moon Knight once again.

Height: 6' 2"

Weight: 220 lbs.

Eyes: Brown

Hair: Brown

Unusual features: Bushman's face has been tattooed to give it a particularly terrifying appearance. Bushman also has pointed steel teeth that he uses as weapons.

Strength level: Bushman possesses the normal human strength of a man of his age, height and build who engages in intensive regular exercise.

Known superhuman powers: None

Abilities: Bushman is an excellent hand-to-hand combatant, a master of firearms, and an expert at guerrilla warfare and terrorist tactics.



BUSHWACKER

Real name: Unrevealed

Occupation: Former priest and C.I.A. agent, now mutant hunter

Identity: Publicly known

Legal status: Citizen of the United States with a criminal record

Other aliases: None known

Place of birth: Unrevealed

Marital status: Married

Known relatives: Marilyn (wife)

Group affiliation: Former operative of the Central Intelligence Agency

Base of operations: Hell's Kitchen, New York City

First appearance: DAREDEVIL #249

History: Most of the past of the man called the Bushwacker remains a mystery so far. It is known that at one time he was a priest, but that he quit the priesthood. He was also once an operative for the Central Intelligence Agency (C.I.A.), for whom he performed a mission in an unidentified country. It was the C.I.A. that equipped him with the gun concealed within his arm. At some point an event took place that Bushwacker now regards as a horrifying memory and which in some way motivates Bushwacker in his current war against mutants.

Recently, Bushwacker was engaged in hunting down and murdering mutants; his victims are not mutants with superhuman powers but mutants whose mutations make them especially talented in the arts, as if Bushwacker takes particular pleasure in destroying the creators of beauty. (It is not clear how these mutants' abilities differ from those of highly talented human beings who are not mutants. In the case of dancers, the mutants presumably possess physical differences from ordinary humans that aid them in their performances. In the case of mutant geniuses, the mutations presumably enable them to make intuitive leaps of thought that most ordinary humans could not achieve. For examples, see *Cypher*, *Forge*. It is not known how Bushwacker manages to identify his potential victims as mutants.) Among Bushwacker's known victims are a composer named Gerhart and an artist named Vanna Herald. Apparently Bushwacker is paid large sums of money to kill mutants, but it has not yet been revealed who pays him.

The mutant Wolverine learned of Bushwacker's murders of mutants and began hunting him down (see *Wolverine*). Bushwacker's wife, Marilyn, sought aid from Matthew Murdock in committing her husband to a psychiatric institution, and Murdock, as the costumed crimefighter Daredevil, also began looking for Bushwacker (see *Daredevil*). Daredevil prevented Wolverine from killing Bushwacker, who escaped and slew a mutant ballerina. After finding the corpse, Wolverine and Daredevil went after Bushwacker again. They defeated him, and Daredevil again stopped Wolverine from killing Bushwacker, whom Daredevil turned over to the New York City police. Since then, however, the assassin Typhoid recruited Bushwacker to join in an attack on Daredevil that nearly killed the crimefighter (see *Typhoid*).

Height: 6'

Weight: 225 lbs.

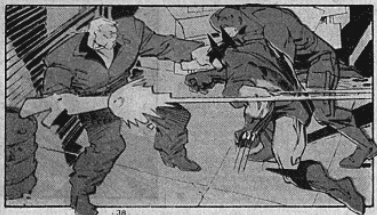
Eyes: Blue

Hair: Blond

Strength level: Bushwacker possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Known superhuman powers: None

Weapons: Bushwacker's right arm was altered biologically so that it can function as a gun. He can fire bullets from his index finger as if his hand were a pistol. Using his left hand, he can also adjust the shape of his right arm to enable it to function like a shotgun. The exact workings of the bionic gun within his right arm have not been revealed, nor have the means by which his right arm and hand were biologically altered. Apparently his skin and bone retract to provide the openings through which he fires bullets; it is not yet clear how he manages to load the gun.



BYRRAH

Real name: Byrrah

Occupation: Member of Atlantean royalty, warrior

Identity: Known in Atlantis

Legal status: Citizen of Atlantis with a criminal record, former exile

Other aliases: None known

Place of birth: The Atlantean Antarctic settlement

Marital status: Presumed single

Known relatives: Thakorr (stepfather, deceased), Fen (stepister, deceased), Namor, Namorita (cousins), Namora, Dorma (cousins, deceased)

Group affiliations: Former ally of Attuma, Krang, Dr. Lemuel Doctus, and the Badcom

Base of operations: Usually Atlantis, formerly Lemuria and the Atlantean Antarctic settlement

First modern appearance: TALLS TO AS-TONISH #90

History: Prince Byrrah of Atlantis was the stepson of the Atlantean emperor Thakorr and hence was a possible heir to Thakorr's throne (see *Atlanteans*, Atlantis). However the more likely heir was Byrrah's cousin Namor, the Sub-Mariner, who was Thakorr's grandson (see *Sub-Mariner*). Because Namor was the son of the Atlantean Princess Fen and the surface man Leonard McKenzie, Byrrah regarded Namor as a halfbreed who was unworthy of the throne. When they were both boys growing up in the Atlantean city beneath the Antarctic Ocean, Byrrah pretended to be Namor's friend. But even then Byrrah was seeking a way to rid himself of Namor so that he himself would inherit Thakorr's throne. In fact, it was Byrrah who suggested to Thakorr that Namor make his first journey to the civilization of the surface people; it was Byrrah's hope that Namor would never return.

Both as boys and as adults, before the destruction of the Atlantean Antarctic city, Byrrah sought to best Namor, thus to prove himself Namor's superior, but Namor thwarted his ambitious cousin on each occasion.

Byrrah eventually changed his tactics. He waited, gaining a reputation among his fellow Atlanteans as a peace-loving, kindly nobleman. Even Namor, who now ruled Atlantis, no longer regarded Byrrah as a threat and permitted him to supervise Atlantis' weapons factories; Byrrah, however, intended to use these weapons for his own purposes.

Finally, Byrrah made a speech before the Royal Council of Atlantis in which he charged that Namor was a warmonger who had plunged Atlantis into unnecessary conflicts with the barbarian, Attuma, the renegade warlord, Krang, and the peoples of the surface world and demanded that Namor's reign come to an end (see *Attuma*, Krang). Secretly, Byrrah had activated a mind-control device that influenced all but those most loyal to Namor to sympathize with the ideas Byrrah now proclaimed. As a result, there was a widespread demand for a plebiscite to select Byrrah as Atlantis' new ruler. Namor publicly accused Byrrah of wanting to turn Atlantis into a nation of cowards that would submit to the threats posed by Attuma and Krang. Byrrah then challenged Namor to public combat. Namor accepted, but was defeated as a result of a chemical Byrrah secretly applied to Namor that weakened him. Chosen as Atlantis' ruler in the plebiscite, Byrrah had Namor arrested and exiled to Inferno Isle, which was inhabited by a savage monster.



Byrrah then welcomed Attuma and Krang to Atlantis and formed a partnership with them. But the Atlantean, Lady Dorna, discovered Byrrah's mind-control device and put an end to its influence over the populace (see *Deceased: Dorna*). The Atlantean people were now again loyal to Namor and rebelled against Byrrah. Namor destroyed the monster of Inferno Isle and returned to Atlantis, halting a machine with which Attuma and Krang attempted to destroy the city. Namor regained the throne and condemned Byrrah to exile.

Byrrah conspired with Krang and with the criminal scientist Dr. Lemuel Dorcas to have them set off a seaquake that shook Atlantis (see *Deceased: Dorcas, Dr. Lemuel*). Byrrah then returned to Atlantis, asserted that the quake was caused by a nuclear device used by surface men, and demanded that he be made ruler of Atlantis so that he could force the surface world to leave them alone. Namor captured Krang and Dorcas, and Byrrah, his plot exposed, went into exile once more.

Byrrah formed an alliance with Lyra, empress of the water-breathing Lemurians, whereby they would defeat Namor, conquer Atlantis, and marry (see *Lemuria, Lyra*). Byrrah also allied himself with the alien Badoon, who sought to make use of the great oil reserves lying near the ruins of the Atlantean Antarctic city and to conquer the Earth (see *Alien Races: Badoon*). Byrrah kept Namorita, the daughter of his cousin Namora, with him in the Antarctic (see

Namorita). Namor defeated Byrrah in battle, whereupon Badoon soldiers were sent to kill them both. After he himself was shot by the Badoon, Byrrah had gigantic crabs under his command slay the Badoon soldiers. Namor destroyed the oil supplies to keep the Badoon from using them. The Badoon left, and the merciful Namorita persuaded Namor to let the wounded Byrrah go free.

Recently, Byrrah went to Avengers Mansion, where Namor was staying, to tell him about Attuma's takeover of Atlantis (see *Avengers Mansion*). Byrrah claimed that he objected to Attuma's rule even more than Namor's, since Attuma was a barbarian, and Byrrah offered his services to Namor in attempting to overthrow Attuma. Namor, however, did not end Attuma's rule, but for a brief time governed Deluvia, a short-lived colony of Atlanteans who were opposed to Attuma. Byrrah's current whereabouts and activities are unknown.

Height: 6'

Eyes: Blue

Strength level: Byrrah possesses superhuman strength enabling him to lift (press) about 5 tons in air. (The average Atlantean male can lift (press) about 4 tons in air.)

Known superhuman powers: Byrrah possesses the typical attributes of *Homo mermanus*: gills to enable him to extract oxygen from the water, superhuman physiology to enable him to withstand the extreme water pressure changes beneath the sea, blood circulation enabling him to withstand freezing temperatures, and specially developed

vision which is more sensitive than a human being's to the green portion of the spectrum and thus enables him to see in the murky depths. Byrrah can swim through water at a maximum speed of about 35 miles per hour for several hours before tiring.

Other abilities: Byrrah is a master of all forms of armed and unarmed combat practiced in Atlantis.

Limitations: Like all Atlanteans except Namor and Namorita, Byrrah cannot breathe out of water. He is capable of lasting about five minutes on the surface without respiration apparatus before he begins to suffocate.

Weight: 280 lbs.

Hair: Blond



CABE, BETHANY

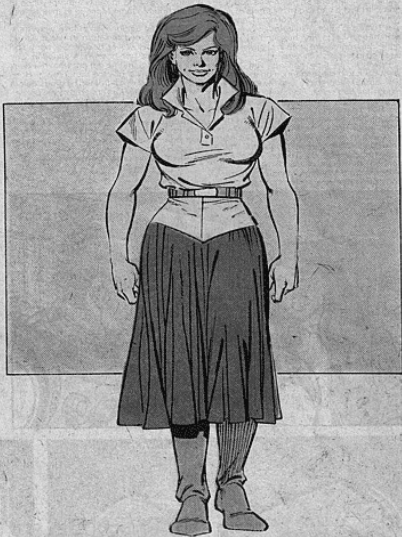
Real name: Bethany Cabe
Occupation: Bodyguard
Identity: Publicly known
Legal status: Citizen of the United States with no criminal record
Other aliases: None known
Place of birth: Unrevealed, presumably in the United States
Marital status: Widowed
Known relatives: Alexander van Tilburg (husband, deceased)
Group affiliation: Former partner in the firm of Cabe & McPherson, Security Specialists
Base of operations: Formerly New York City, later West Germany
First appearance: IRON MAN #117
Origin: IRON MAN #128, 140
History: Years ago Bethany Cabe married Alexander van Tilburg shortly after the West German government, named him as junior ambassador to the United States. She had no career of her own during her marriage. Bethany came to believe that van Tilburg cared more for his career than for her, and that he regarded her as a decorative prop for impressing his diplomatic colleagues. Worse, van Tilburg became dependent on pills and only became angry whenever Bethany tried to discuss the situation with him. Believing he was destroying himself, Bethany left van Tilburg. A month later, van Tilburg was reported to have died in a car accident. Bethany came to feel guilty over his apparent death, thinking it might have been due to his consumption of drugs and that she might have been able to prevent his demise had she remained with him.

When she learned of her husband's apparent death, Bethany Cabe vowed that she would never be dependent on anyone again, either emotionally, financially, or physically. She studied with various police officers and street fighters on America's East Coast, and eventually became one of the world's most respected and highly paid bodyguards for diplomats, members of royalty and socialites. She and her best friend, Ling McPherson, another bodyguard, had their own firm, Cabe & McPherson, Security Specialists.

Cabe first met Anthony Stark, the millionaire inventor who is secretly the original Iron Man, at a reception at the Carnelian embassy in New York City (see *Iron Man* I). Cabe and Stark soon became romantically involved with each other. When Stark first began drinking heavily, Cabe thought he was destroying himself as her husband had. But, unlike van Tilburg, Stark asked for Cabe's help in overcoming his alcoholism, and with her aid he succeeded.

At first Cabe resented Iron Man, thinking that he was not a good enough bodyguard for Stark, but at some point she realized that Iron Man was actually Stark himself. Her suspicions were subsequently confirmed when the criminal Madame Masque told her of Stark's dual identity (see *Madame Masque*). Cabe decided not to tell Stark she herself knew his secret.

Shortly afterwards, Cabe learned that her husband was still alive and was being held prisoner in an East German security complex. Cabe went to East Germany and allowed herself to be arrested for espionage out as part of her plan to break van Tilburg free of captivity. As she had planned, she was sent to the same security complex where her husband was being held; officials there were attempting to force him to reveal secret information to them. Unaware of Cabe's plan, Stark infiltrated the complex,



hoping to rescue her. When both Cabe and Stark were in danger of being caught there, Cabe told Stark she knew he was Iron Man and told him he had to don his armor to save them. As Iron Man, Stark got both Cabe and van Tilburg to safety. Guilt-ridden over what had happened to her husband, who had gone into a coma-like state in captivity, Cabe decided to remain with him.

However, as time passed, van Tilburg went back to his dependence on drugs, lost his ambassadorship, and watched his career fall into ruins. He refused to accept Bethany's help. She sought out Stark, hoping that he could help her deal with van Tilburg, but she was then abducted by men working for Stark's enemy Obadiah Stane, who was in league with Madame Masque (see *Decimated: Stane, Obadiah*). Stane had the scientist Dr. Theron Altia exchange the minds of Cabe and Madame Masque; then Madame Masque, in Cabe's body, attempted to assassinate Stark. Cabe,

in Madame Masque's body, thwarted the attempt, and Stark used Dr. Altia's mind-exchange machine to restore the psyches of Cabe and Madame Masque to their rightful bodies.

Cabe had again fallen in love with Stark, but felt obligated to return to her husband once more. However, back in Germany, she decided that her husband's situation was hopeless and that he did not want her help. She decided to divorce van Tilburg. However, he was then murdered by drug dealers whom Cabe later had arrested by the police.

Height: 5' 7"

Weight: 125 lbs.

Eyes: Green

Hair: Red

Strength level: Bethany Cabe possesses the normal human strength of a woman of her age, height, and build who engages in intensive regular exercise.

Known superhuman powers: None

Other abilities: Bethany Cabe is a superb hand-to-hand combatant and an excellent all-round athlete. She is highly skilled in the use of handguns.



CAPTAIN BRITAIN

Real name: Brian Braddock

Occupation: Former physics student, now adventurer

Identity: Secret

Legal status: Citizen of the United Kingdom with no criminal record

Other aliases: None known

Place of birth: Braddock Manor, England

Marital status: Single

Known relatives: James (father, deceased), Elizabeth (mother, deceased), James, Jr. (Jamie, "brother"), Elizabeth ("Betsy," sister)

Group affiliation: Excalibur

Base of operations: Braddock Manor, England; also a lighthouse off the British coast

First appearance and origin: CAPTAIN BRITAIN (first series) #1, (first appearance in new costume) MARVEL SUPER-HEROES (U.K. version) #377

First American appearance and origin: MARVEL TEAM-UP #65, (first American appearance in new costume) CAPTAIN AMERICA #305

History: Brian Braddock is the son of Dr. James Braddock, who was actually a prisoner of Otherworld, an extradimensional realm where a being who called himself Merlin dwelled (see *Appendix: Otherworld*). (The Merlin who acted as Captain Britain's patron is alleged to be an alien. Hence, it is unclear whether or not this Merlin is the same being as the Merlin who aided the original Black Knight in Arthurian times and who was a practitioner of sorcery. The latter Merlin was presumably a human being native to Earth. Neither of these Merlins was an imposter later known as the Maha Yogi (see *Merlin, Deceased: Black Knight II*). The man known on Earth as Dr. James Braddock was a member of Merlin's chosen guard and was sent by Merlin to Earth in order to father the champion who would be known as Captain Britain. Living in England, Dr. James Braddock became known as one of Great Britain's leading research scientists. He married a woman named Elizabeth and they purchased a mansion which they named Braddock Manor. Dr. Braddock created Mastermind (who is not to be confused with the mutant of the same name), a highly advanced computer complex that was in part organic in nature, and which contained vast knowledge of all the dimensional realities known to the beings of Otherworld (see *Mastermind, Appendix: Mastermind II*).

Dr. and Mrs. Braddock's first child, Jamie, did not inherit genes from his father that would give him superhuman powers. However, Dr. and Mrs. Braddock's next children, the twins Brian and Elizabeth ("Betsy"), did inherit such genes. Brian's superhuman powers, however, remained latent until his twenties. Dr. and Mrs. Braddock were killed in an explosion in Dr. Braddock's laboratory at Braddock Manor that was caused by Mastermind, which had malfunctioned due to a contamination of its organic base.

A brilliant scholar, Brian Braddock was engaged in graduate work in physics at Thames University, London, at a surprisingly youthful age. One summer, shortly after his parents' deaths, Brian Braddock went to work as a student research assistant at Dairymoor Research Centre, a facility for secret nuclear research. Soon after beginning his employment there, Braddock was present when the center was attacked by the criminal Joshua Stragg, also known as the Reaver, who was intent on stealing its secrets. Braddock panicked and fled on his motorcycle, pursued by the invulnerable. Braddock's motorcycle ran off the road and



crashed; severely injured, Braddock lay near death.

Then the Merlin of Otherworld and his daughter Roma, who is also known as the Goddess of the Northern Skies, appeared to Braddock and bade him to choose one of that appeared before him: the amulet of right or the sword of might (see *Roma*). Braddock chose the amulet of right and was instantly bombarded with mystical energy that restored him to health and activated his latent superhuman abilities. Merlin and Roma decreed that he should be Britain's champion, garbed in a costume symbolizing the nation, and gave him a mystical "star-sceptre" to enhance his fighting ability. Thus Brian Braddock became Captain Britain.

Keeping his true identity secret, Captain Britain began a career of battling menaces to his country, including the Red Skull (see *Red Skull*). After a time, Captain Britain began encountering various supernatural menaces, such as vampires. Battling mystical beings posed strains on the sanity of Brian Braddock, who had previously refused to believe in the occult. Braddock journeyed to New York City, where he and the American costumed crimefighter Spider-Man together battled the assassin Arcade (see *Arcade*, *Spider-Man*). Afterwards, while he was travelling on a plane back to England, Braddock finally lost his sanity. Convinced that he was being psychically attacked by evil beings, Braddock hurled himself from the plane. He was believed to be dead.

In fact, however, Braddock survived. Washed up on the shore of Cornwall, Braddock lived for a time as an amnesiac hermit. Gradually during this time Braddock psychologically came to terms with the existence of the supernatural.

Braddock was eventually found by the modern day Black Knight, who was then living in Britain (see *Black Knight*). Together Captain Britain and the Black Knight battled menaces both on Earth and in various other-dimensional realms. While away, Captain Britain regained his memory. The Merlin of Otherworld took Captain Britain under his guidance in his extradimensional realm, where Brian Braddock finally achieved peace of mind. Merlin then sent Captain Britain and his elfin companion Jackdaw to an alternate Earth that was in great danger. Merlin transformed Captain Britain's amulet and star-sceptre into a costume consisting of mystical "micro-circuitry" that duplicated the properties of the amulet and sceptre. (Captain Britain believed for a time that his costume gave him his superhuman powers by amplifying his natural abilities. Later, he discovered that the powers actually lay within himself.) It was on this Earth that Captain Britain first met the being known as Saturnyne (see *Saturnyne*). On this alternate Earth Captain Britain fought against the machinations of a madman named James Jaspers, who possessed immense superhuman powers (see *Appendix: Jaspers*, *Sir James*). Captain Britain failed to defeat this menace, and both Captain Britain and Jackdaw were killed.

However, Merlin resurrected Captain Britain and sent him back to his own Earth, where Braddock returned to Braddock Manor, contacted his sister Betsy, and corrected the malfunction of Mastermind.

The Merlin of Otherworld died at the end of Captain Britain's struggle against the Jaspers of his own Earth, and Otherworld is now ruled by Roma. However, Merlin's astral form has since manifested itself to Captain Britain.

Captain Britain met and fell in love with a young mutant named Meggan (see *Meg-*



gan). In protest against the attempt of the British government agency RCX to exploit Captain Britain for its own purposes, Brian Braddock gave up his career as a costumed adventurer and went to live with Meggan in a lighthouse off the British coast. RCX therefore enlisted Betsy Braddock to become the new Captain Britain. However, when she, as Captain Britain, went into battle against the would-be conqueror known as the Vixen and her ally Slaymaster, Slaymaster beat Betsy nearly to death and blinded her. Brian came to Betsy's rescue and killed Slaymaster. As a result of what had happened to Betsy, Brian decided he could not renounce his responsibilities. Therefore, he resumed his career as Captain Britain.

Betsy eventually recovered from her injuries, gained artificial eyes, and, taking the name Psylocke, became a member of the X-Men (see *Psylocke*, *X-Men*). Recently, Captain Britain and Meggan joined several other members of the X-Men in forming a new team of costumed adventurers known as Excalibur (see *Excalibur*).

Height: 6' 9"

Weight: 265 lbs.

Eyes: Blue

Hair: Blond

Strength level: Captain Britain possesses superhuman strength that enables him to lift (press) approximately 90 tons under optimal conditions.

Known superhuman powers: In addition to his superhuman strength, Captain Britain possesses superhuman stamina and superhumanly fast reflexes. He can fly at a maximum speed just under the speed of sound (770 miles per hour) for prolonged periods of time (until bodily fatigue requires him to rest). The mystical energy within Captain Britain's body makes him highly resistant to injury. He is immune to the adverse

atmospheric effects of flight at high speed. He can resist even a hurtling bazooka shell without suffering serious injury or being rendered unconscious.

Paraphernalia: Previously, Captain Britain believed that his superhuman powers were dependent on his costume, which he believed amplified his natural physical abilities and projected mystical force fields that gave him a large degree of resistance to physical harm. However, he has since learned that he himself possesses these powers due to his Otherworldly descent. The costume apparently served to help Captain Britain make use of his superhuman powers while they were still in the process of emerging from latency, a process that apparently took years.

Limitations: Captain Britain's superhuman powers and life force are mystically dependent on the land of Britain. He will grow increasingly weak the longer he is away from the United Kingdom.

CAT

Real name: Shen Kuei

Occupation: Freelance espionage operative

Identity: Known to intelligence agencies and in the Hong Kong underworld

Legal status: Presumably a citizen of the British protectorate of Hong Kong

Other aliases: None known

Place of birth: Unrevealed, presumably in Hong Kong

Marital status: Presumed single

Known relatives: Brother (name unrevealed, deceased)

Group affiliation: Leader of his own band of operatives, sometime ally of Shang-Chi

Base of operations: Hong Kong

First appearance: MASTER OF KUNG FU #38

History: Shen Kuei is a man based in Hong Kong who dealt in espionage and counter-espionage and who was known as Cat because of his cunning, stealth, and mysteriousness. At one time he worked for the People's Republic of China.

Sir Denis Nayland Smith, an agent of the British intelligence agency MI-6, asked his ally, the martial arts master Shang-Chi, to go to Hong Kong to stop Cat's operations and to recover certain documents from him that had been stolen from British intelligence (see *Shang-Chi: Appendix: Smith, Sir Denis Nayland*). Smith warned Shang-Chi that the life of a British counteragent was in danger from Cat. Shang-Chi accepted the mission.

However, Smith was unaware both that Cat had left the employ of the Communist Chinese and that the British counteragent, a woman named Juliette, had fallen in love with Cat. Juliette told Shang-Chi where to find the documents but said she wanted to stay in Hong Kong with Cat. Shen Kuei, however, wrongly believed that Juliette had betrayed him to Shang-Chi and that Shang-Chi had been sent to assassinate him. Enraged, Cat intended to kill them both. Shang-Chi obtained the papers that Smith wanted, only to be told by the man he took them from that they were not stolen from the British after all. Believing him, the disillusioned Shang-Chi threw the papers away. (However, the papers did indeed belong to British intelligence and described the activities of Shang-Chi's father, Fu Manchu, a major threat to the world's security. See *Appendix: Fu Manchu*). Cat and Shang-Chi, both consummate masters of the martial arts, battled each other until Juliette, to stop the fight, plunged a knife into her shoulder. Horror-struck and guilt-ridden, Cat broke off the fight and went to Juliette, begging her forgiveness. He threw a knife to Shang-Chi, giving him the opportunity to kill him. But Shang-Chi spared Cat's life and returned to London.

Shen Kuei and the master criminal Kogar became partners to obtain the plans for a neutron bomb. But then the partnership ended, and Shen Kuei, again working for the Communist Chinese, acquired the plans for them. The relationship between Juliette and Shen Kuei had ended: she felt his love for her had lessened, and she believed his current work for the Communist Chinese was "evil" although she did not know exactly what he was doing for them. Finally, Shen Kuei had taken a new lover, the mercenary Pavane. Juliette herself fell in love with another mercenary, Skull-Crusher (see individual entries). Juliette decided to help Kogar hijack the barrels containing microdots with the bomb plans from Shen Kuei's men. However, Kogar tricked her into leav-



ing a barrel containing explosives which killed Shen Kuei's brother, the owner of the Jade Peacock, a Hong Kong nightclub. Shen Kuei wrongly blamed Shang-Chi, who had returned to Hong Kong in answer to Juliette's summons, for his brother's death.

Eventually, Cat and Shang-Chi both arrived at Kogar's secret base. There Cat accused Kogar of treachery and demanded a trial by combat. Kogar chose Shang-Chi, who had just infiltrated Kogar's organization, to act as his champion. Hence Cat and Shang-Chi again met in combat, but during the fight, Cat learned that it was Kogar, not Shang-Chi, who was responsible for his brother's death, and broke off the duel. Shang-Chi destroyed the plans for the neutron bomb, and he and Cat joined forces to destroy Kogar's base with explosives.

Cat decided to work no longer for any governments. He learned of a German ship that sank off Hong Kong during World War II and that contained research papers and canisters of a rare substance, both of which would make possible the construction of an

effective long-range particle beam weapon. Cat decided to obtain the papers and canisters and to destroy them before any government could make use of them. Shang-Chi's lover, Leiko Wu, was sent by MI-6 to obtain the papers and canisters, but she began an affair with Cat and chose to aid him in destroying the information and the canisters (see Wu, Leiko). Shang-Chi agreed with Cat's goal once he learned of it. Cat recovered the papers and canisters from the German ship, destroyed the papers, and buried the canisters. He confessed to Wu that he was still in love with Juliette, who now worked for him, and Wu told him she still loved Shang-Chi. Not realizing that Shang-Chi sympathized with his destruction of the particle beam secret, Cat battled him, but their fight ended when Leiko and Juliette aimed guns at each other, threatening to fire them if the battle continued. Leiko returned to Shang-Chi and Juliette returned to Cat. Cat had the German ship destroyed. Shen Kuei and Shang-Chi parted as respectful allies.

Shen Kuei's subsequent activities have yet to be revealed.

Height: 5' 9"

Eyes: Blue

Weight: 155 lbs.

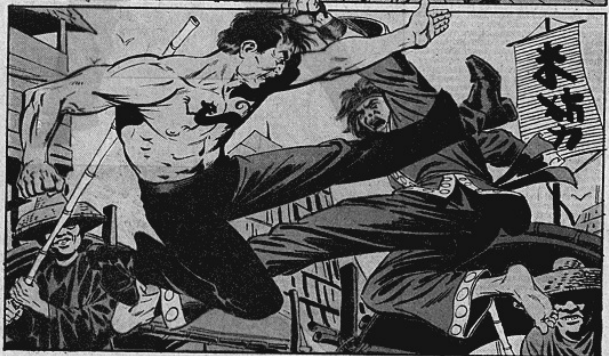
Hair: Black

Unusual features: Shen Kuei has a cat-shaped tattoo on his chest.

Strength level: Shen Kuei possesses the normal human strength of a man of his age, height, and build who engages in intensive regular exercise.

Known superhuman powers: None

Other abilities: An extraordinary hand-to-hand combatant. Shen Kuei is one of the greatest living masters of the Oriental martial arts, whose skill rivals that of Shang-Chi.



CAT PEOPLE

The Cat People are a race of demons in the form of humanoid cats who inhabit another dimensional netherworld (see *Demons*).

The Cat People originated roughly a thousand years ago when a human sorcerer on Earth named Ebrok magically transformed two house cats into sentient humanoid cats. Ebrok, a kindly man, instructed these first two Cat People, Flavius and Helene, in the mystic arts. The number of Cat People grew, but Ebrok's fellow sorcerers, who belonged to the Sorcerers' Guild, opposed his work with the Cat People. The other sorcerers, including the man now known as the demonic sorcerer Belasco, magically banished the Cat People to the other dimensional netherworld where the Cat People themselves call the Land Within (see *Belasco*). This other dimensional realm is part of the interconnected series of netherworld pocket dimensions known collectively as Hades, after the most infamous of these realms, that ruled by Mephisto (see *Mephisto*). (This Hades is not to be confused with the Olympian underworld of the same name, which is ruled by the god Pluto. See *Pluto*).

According to the spell of the sorcerers who banished the Cat People, one of the Cat People must answer the summons of any Earth-born sorcerer who calls upon them. The member of the Cat People chosen by them to respond to such calls is given the title of the Baskatlar. The current Baskatlar is named Grigar.

In time the demonic environment of the Land Within caused the Cat People living there to become demons themselves.

However, unknown to the mystics who banished the Cat People, Flavius and Helene had learned of their plan against them in sufficient time to use their own mystic skills to avoid the banishment. Flavius and Helene secretly remained with Ebrok, assisting him in his work. One night, however, another sorcerer discovered Flavius and Helene with Ebrok and killed Ebrok. Enraged, Flavius hurled a container holding the results of their current experiment at the killer, thereby releasing the germs that caused the Black Plague, that then swept over Europe, killing untold numbers of people.

Flavius and Helene fled to the mountains where they worked to

find a cure for the plague, but they were again persecuted by the Sorcerers' Guild. Flavius and Helene summoned the Baskatlar to protect them, but he could not, since he had to obey the Sorcerers' Guild. The Guild also mystically prevented Flavius and Helene from successfully using the spell to transform cats into Cat People. Flavius and Helene instead decided to transform human beings into Cat People, and transformed a human woman into a catlike warrior named Tigra. This original Tigra destroyed the enemies of Flavius and Helene.

Finally, when Flavius and Helene were quite old, they discovered the cure for the Black Plague. Since the Sorcerers' Guild no longer existed, Flavius and Helene were able to get the Baskatlar to do their bidding, which was to mate with the original Tigra. Thus the Baskatlar of that time and the original Tigra became the parents of a second race of Cat People.

In recent times a descendant of the second race of Cat People, Dr. Joanne Marie Tumulo, who posed as a normal human being and lived among other human beings, created a means to give human beings the powers of Cat People through artificial means. She designed a costume which heightened the agility of its wearer to a feline level and gave it to Greer Nelson, who wore it in her secret identity of the Cat. After Nelson was hit by alpha radiation while battling members of the subversive organization HYDRA, Tumulo saved her life by using scientific, mystical, and psionic means to transform her into a modern-day version of Tigra (see *Tigra*).

Tumulo sacrificed her own life to stop the rampage of Tabur, a humanoid cat created by the High Evolutionary (see *High Evolutionary*). The rest of the second race of Cat People were wiped out. The now-demonic Cat People of the Land Within still exist and have fallen under the domination of Belasco. Greer Nelson, the new Tigra, is currently a member of the West Coast Avengers (see *Avengers*).

First appearance: (Dr. Joanne Tumulo) *THE CAT* #1, (Cat People as a race) *GIANT-SIZE CREATURES* #1



CHAMELEON

Real name: Unrevealed

Occupation: Professional criminal, freelance spy

Identity: Presumably known to American legal authorities

Legal status: Citizenship unknown, has a criminal record
Other aliases: Spider-Man, Kraven the Hunter, Captain America, Captain George Stacy, Rick Jones, and the many others whom the Chameleon has impersonated

Place of birth: Unrevealed

Marital status: Unrevealed

Known relatives: None

Group affiliation: Former ally of Kraven the Hunter, former freelance employee of HYDRA and the Leader

Base of operations: Mobile

First appearance: AMAZING SPIDER-MAN #1

History: Nothing is known about the origin of the criminal and masterspy known as the Chameleon except that a man named Joe Cord saved his life before either of them became adults. (Cord was later sent to prison and is now dead.) If the Chameleon was once an American citizen, apparently he is so no longer, since he has been deported in the past after being captured. Presumably American legal and intelligence authorities know the Chameleon's true identity, inasmuch as he has been in police custody numerous times. Nonetheless, his true face and identity have not yet been revealed. It is not known when or why the Chameleon turned to crime or how he became a master of disguise.

Shortly after the public debut of Spider-Man, the Chameleon stole half of a set of secret United States missile defense plans (see *Spider-Man*). The Chameleon then learned from the news media that Spider-Man had visited the Fantastic Four and that it was rumored that the team was considering making Spider-Man one of its members (see *Fantastic Four*). (In actuality, Spider-Man had asked the Fantastic Four if he could join their team.) The Chameleon correctly theorized that Spider-Man, who was then sought by the police, had sought to join the Fantastic Four in order to make money. The Chameleon decided to frame Spider-Man for the theft of the remaining half of the defense plans. He sent a message to Spider-Man to meet him atop a certain building at a certain time for a "profitable" arrangement. Disguised as Spider-Man, the Chameleon then stole the rest of the plans. He escaped just before the real Spider-Man arrived at the building, where Spider-Man was accused of the theft. However, Spider-Man captured the Chameleon and exposed him as the real thief, and the Chameleon was subsequently deported. Months later, after returning to America, the Chameleon sent for his friend Kraven the Hunter to hunt down Spider-Man, thus initiating the long enmity between Kraven and Spider-Man (see *Kraven the Hunter*). Spider-Man captured Kraven, and Kraven and the Chameleon were both deported.

Since then, the Chameleon has engaged in various criminal activities, sometimes working for employers such as HYDRA and the Leader, and other times committing robberies solely for his own benefit (see *HYDRA, Leader*). In the course of these years the Chameleon has unsuccessfully clashed not only with Spider-Man, but also with the Avengers, Daredevil, the Hulk, and the crimefighting Torpedo (see individual entries).

Height: Unrevealed

Weight: Unrevealed

Eyes: Brown

Hair: Unrevealed

Strength level: The Chameleon possesses the normal human strength of a man of his age, height, and build who engages in moderate regular exercise.

Known superhuman powers: None

Other abilities: The Chameleon is one of the greatest living masters of disguise. He is a brilliant actor and a master at creating lifelike masks and makeup. The Chameleon is a change-artist who can assume a new disguise within less than a minute under optimal circumstances.

Paraphernalia: Formerly the Chameleon carried makeup and face masks with him in the "multi-pocket disguise vest" he wore. In more recent years the Chameleon has worn a costume that apparently enables him to disguise his appearance instantaneously by projecting holographic illusions about himself. The Chameleon can even adjust the costume's controls so that an observer directly in front of him, for example, will not see his illusory disguise whereas other observers will.



DATA CORRECTIONS

Every so often, when I find myself wondering whether readers appreciate all the detail we go into in the Marvel Universe Handbook, I find it gratifying to look at our fan mail. Many readers care so much, in fact, that they write in to correct the errors that inevitably creep into such a massive ongoing project. It is likewise gratifying to know that most of our mistakes concern only minor details.

For the first several issues of the Handbook Update, we'll be running corrections to the Deluxe Edition of the Handbook that arrived in the mail after the last issue of the Deluxe Edition went to press. To avoid confusion, we're not listing entries by issue or page number this time, since the Deluxe Edition was reprinted in trade paperback form with entirely different volume and page numbers.

As usual, our thanks to all our volunteer Data Correctors for their time and effort.

—Peter Sanderson

ARMADILLO

Armadillo's weight is listed as 540 lbs., but in CAPTAIN AMERICA #308 Captain America estimates Armadillo's weight as just over half a ton. —David Nowinski, Bay Shore, NY; Captain America is correct: Armadillo weighs 1100 pounds.

ASGARDIANS: IDUNN

According to MARVEL FANFARE #13, Idunn is married to Bragi. —Jon Douglas West, Glendora, CA

ASGARDIANS: SIGYN

Sigyn's hair is blonde, and she first appeared in THOR #321. —Jon Douglas West, Glendora, CA

ASGARDIANS: VIDAR

Thor and Loki should be listed under known relatives as Vidar's half-brother and foster brother, respectively. —Jon Douglas West, Glendora, CA

ASGARDIANS: VOLLA

According to THOR #295, Erda is Volia's sister. —Jon Douglas West, Glendora, CA

ASP

The Asp first appeared in CAPTAIN AMERICA #310. —Bruce Bender, Conroe, TX

ATLANTEANS

The Atlanteans' first appearance (as opposed to their first modern appearance, i.e. after FANTASTIC FOUR #1) was in MOTION PICTURE FUNNIES WEEKLY #1, published in 1939, which was also the Sub-Mariner's first actual appearance. Byrrah, Dorma, Fen, Namora, and Thakorr all made their actual first appearances (again, in contrast to their first modern appearances) in MARVEL MYSTERY COMICS #82. —Todd Britton, Spring, TX

ATTUMA

Doctor Lemuel Dorcas once altered Attuma in some unknown way so that he could breathe on land. —Martin Campbell, Pensacola, FL. It is unknown whether or not this alteration is still effective.

BATROC'S BRIGADE: ZARAN
Zaran's place of birth is missing. —Martin Campbell, Pensacola, FL. It should be listed as unrevealed.

BEAST

Henry McCoy's middle initial is "P." —Peter Garcia, Hatillo, Puerto Rico

BLACK BOLT

Black Bolt is both Medusa's husband and her first cousin. —Robin Kincaid, Ashford, CT

BLACK KNIGHT

Masters of Evil II should be listed under Group affiliation. —William Uchtman, Hendersonville, TN

BLACKOUT

Masters of Evil IV should be listed under Group affiliation. —William Uchtman

BLACK PANTHER

Under other aliases it should be noted that the Black Panther was briefly known as the Black Leopard. —Peter Garcia, Hatillo, Puerto Rico

BLACK WIDOW

Nancy Rushman and Laura Mathers should be listed under her other aliases. —Peter Garcia, Hatillo, Puerto Rico

BLOB

Readers have pointed out that an illustration for the Blob's entry shows him using superhuman strength even though the entry itself says he has no actual superhuman strength. Apparently the Blob can lift (press) roughly 5 tons.

CAPTAIN AMERICA

Although Captain America's first modern appearance was in AVENGERS #4, his first actual appearance was in CAPTAIN AMERICA COMICS #1, published in 1941. —Todd Britton, Spring, TX

CELESTIALS

Garmonon's first appearance is actually in ETERNALS Vol. 1 #6. Hargen's first appearance is in ETERNALS Vol. 1 #7. The One Above All first appears as a shadow in ETERNALS Vol. 1 #13. His hand and foot first appear in THOR #287, but he does not fully appear until THOR #288.

CRYSTAL

Add to her known relatives: Black Bolt (brother-in-law, cousin), Wanda (the Scarlet Witch, sister-in-law), Magneto (father-in-law). —Doug Atkinson, Jenison, MI

CYCLOPS

Scott Summers' former job as a radio announcer should be listed under Occupation, and Eric the Red should be listed as a former alias. —Jon Douglas West, Glendora, CA

CYPHER

Under known relatives should be listed his father Philip and mother Sheila. —Doug Atkinson, Jenison, MI

DAREDEVIL

Under Group affiliation it should be noted that Daredevil is the former partner of the Black Widow. —Bruce Bender, Conroe, TX

DAZZLER

Lois Landon is actually the Dazzler's half-sister, and Nick Brown should be listed as her stepfather. —Jon Douglas West, Glendora, CA

DIAMONDBACK

Her brother Ricky and Danny should be listed under known relatives. —William Uchtman, Hendersonville, TN

DOC SAMSON

Numerous readers have pointed out that Doc Samson must be capable of lifting (pressing) far more than 25 tons in order to stand up to the Hulk in battle as well as he does. Some of them pointed out that Doc Samson's strength has been stated to be

equal to that of a calm Hulk (green version) and, in AVENGERS #252, to be equal to 70% of the Hulk's strength. Hence, Doc Samson can actually lift (press) roughly 70 tons.

DOCTOR DOOM

Under other aliases should be mentioned his identity as the third Invincible Man. —Peter Garcia, Hatillo, Puerto Rico

DREADKNIGHT

The Dreadknight was never a member of the Masters of Evil. —Bruce Bender, Conroe, TX

ENFORCERS

Hammer Harrison and Snake Marston actually first appeared in MACHINE MAN #16. —Jonathan Duffy (no address given), and Bruce Bender, Conroe, TX

ETERNALS

The first actual appearance of the Uranian Eternals was in MARVEL BOY #1. —Todd Britton, Spring, TX

FANTASTIC FOUR

The She-Hulk actually joined the Fantastic Four in MARVEL SUPER HEROES SECRET WARS #12. —Jon Douglas West, Glendora, CA

GALACTUS

Some readers have wondered why we listed Galactus's hair color and eye color as unrevealed when they were clearly shown in the first HERCULES limited series. It has since been established that each sentient being perceives Galactus differently, so that a human being would perceive him as a gigantic humanoid, whereas a Skrull would perceive him as a gigantic Skrull. In fact, it is unknown whether Galactus actually has hair or even eyes as we know them.

GARGOYLE

The Gargoyle's origin was in GARGOYLE #1-3. —Mike Smith, Yonkawa, OK

HAVOK

Nathan Christopher Summers (nephew) should be listed under known relatives. —Tilman Steve, Germany

HELIOPOLIS GODS: ISIS

Isis's height is 6'. —Mike Smith, Tonkawa, OK

HELLIONS: TAROT

Tarot's height is 5'6", her weight is 150 lbs., and her eyes are green. —Mike Smith, Tonkawa, OK

HULK

Brian Banner is indeed dead, as shown in INCREDIBLE HULK #248 and 339. —Peter Garcia, Hatillo, Puerto Rico

HUMAN TORCH

The Torch's full real name is Jonathan Spenser Storm. —Peter Garcia, Hatillo, Puerto Rico

ICE MAN

Robert Drake's middle initial is "L." —Peter Garcia, Hatillo, Puerto Rico

ILLUSION

His weight is not listed. —Peter Garcia, Hatillo, Puerto Rico. Illusion weighs 150 lbs.

IMMORTUS

It is stated that Immortus (who was formerly Kang) was born in the 31st century, but the Kang entry states that Kang was born in the 30th century. —Phil Hall, Waterloo, IA. He was actually born in the 30th century.

**ADVERSARY.
TO
CHAMELEON.**



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scanner is excited
so stop worrying*

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